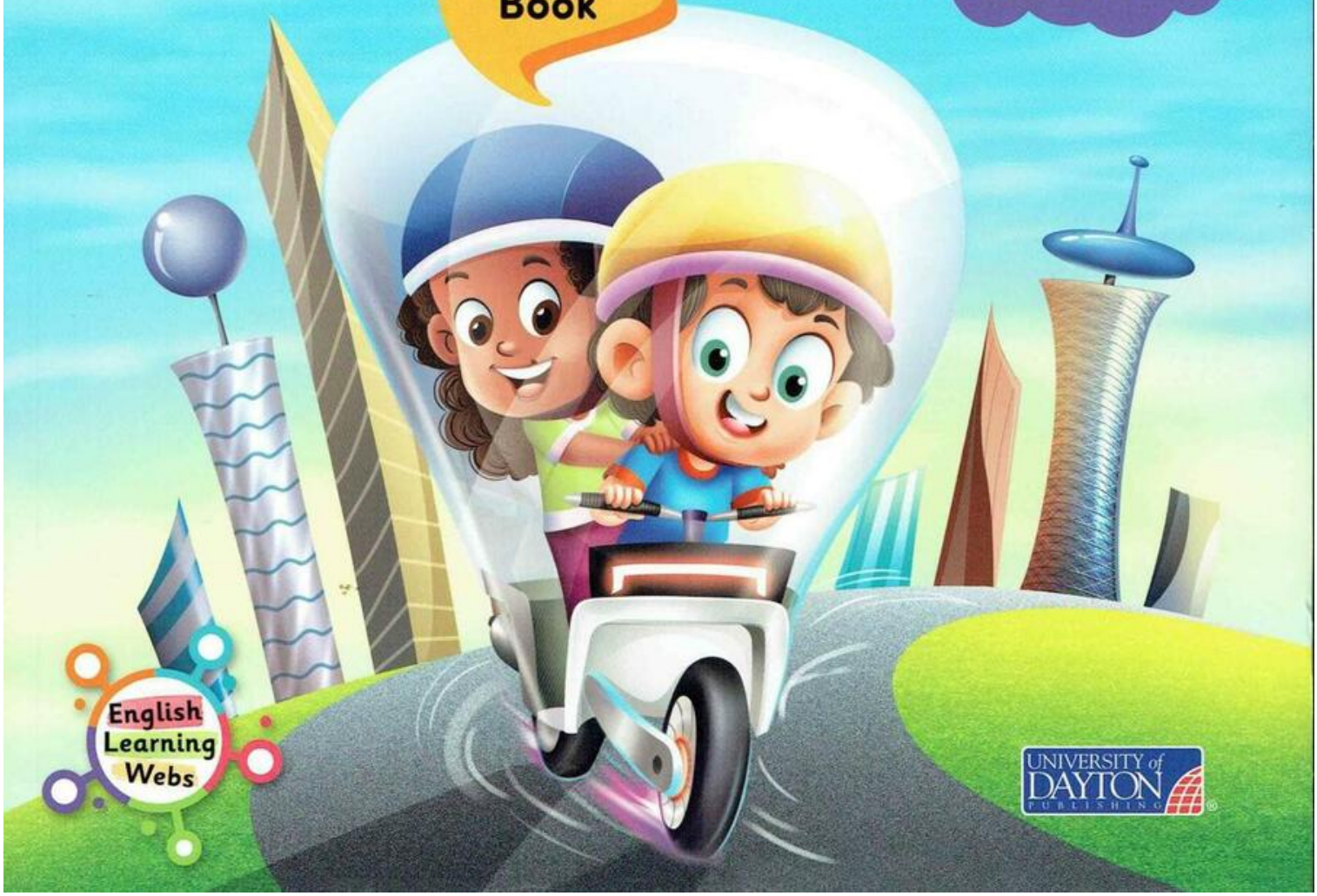
Young Voyagers 1

Student's Book

Susan House
Katharine Scott



English Learning Webs

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Dear student, welcome!

With this book, you can enjoy all the fun content in the SM APRENDIZAJE Virtual Learning Environment.

RESOURCES SUPPORTING YOUR LEARNING

The Virtual Learning Environment includes material to help you practice what you learned in class and better understand the topics and language.

Continue to learn in an easy and fun way!

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1. Go to **https://login.smaprendizaje.com/**

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3. **If you already have a username and password,** log in with your registered information.

4. **Enter this license code** to get access to your digital content.

5. Join a class with the class code your teacher gives you. Enjoy all the digital content the Virtual Learning Environment offers.

Good luck!

» IMPORTANT «

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English Learning Webs

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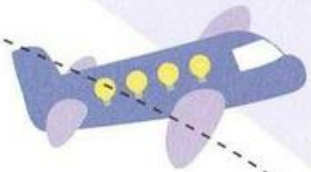

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Dear friend,

Are you ready to be a voyager? Are you ready for eight exciting voyages?

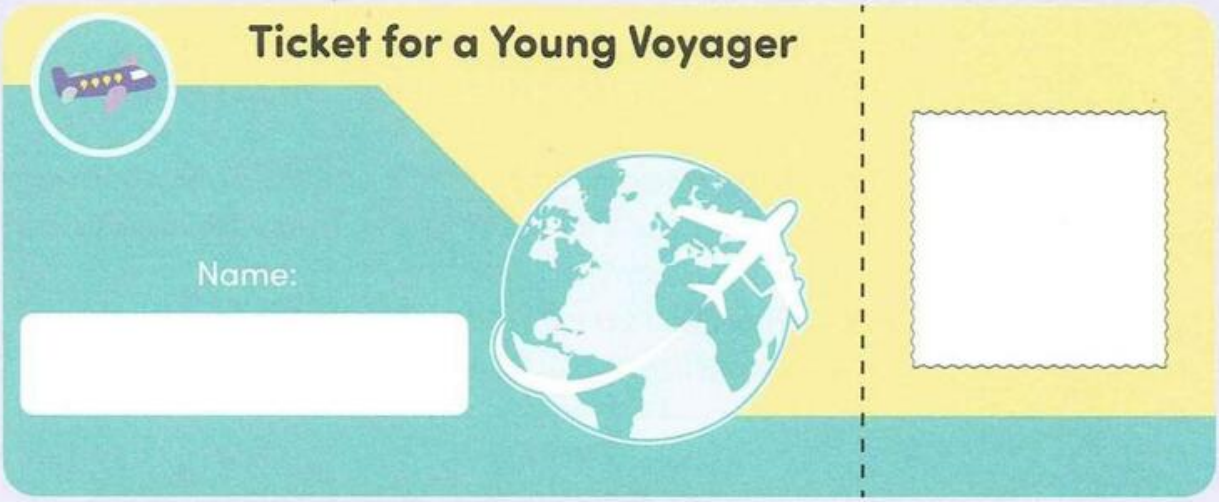
Each voyage is about a different theme or topic and has five stages.

- The first stage is about **Culture**. At this stage, you visit a place and explore how people live.
- The second stage is about **The World Around Us**. At this stage, you explore the fascinating, natural world.
- The third stage is a **Story**. There are lots of different types of stories for you to enjoy.
- The fourth stage is about **Art**. You can explore different art techniques and make something to play with.
- The last stage is a **Log**. Here you record the language for your voyage.

Have fun! Enjoy your voyages!

Best wishes,
Susan and Katharine

Complete the voyager's ticket with your name and picture.



Scope and Sequence

Units	Language
Welcome!	*I am / Are you?*
1 At School	*Is / isn't. Next to, between, opposite. Where's ...?*
2 Family Parties	*Who's that? He's / She's my ... Is that for your ...?* *Have a ... Thank you. No, thanks.*
3 Houses	*It is / isn't. There is / isn't a ... Is there a ...?* *Come in. May I take your coat? What's behind ...?*
4 Toys!	*There is a / are some ... He can / can't buy ...* *May I have ...? Do you have? Yes, I do. No, I don't.*
5 Around the Town	*There is / isn't ... There are / aren't some / any ... 1-10*
6 Play time!	*We / They can / can't ... Can you / they? Let's ...* *Go over. My turn! Throw the dice. I'm the winner.*
7 Pets	*I like ... They need ... They don't need ...* *I can help with ... In my pet store, there is / are ...*
8 At the beach!	*Let's ... Don't ... You can / can't ... There is / are ...* *At my beach there is ... You can ...*

Culture	The World Around Us	Literacy	Artistic Expression
A School in a Forest	Maps	Which twin are you?	Signs
A Family Barbecue	Families	Disaster at the Party	Cookies
Treehouses	The Kitchen	The Secret Room	A Model House
A Toy Store	Shopping	Toys at Play	A Puzzle
A Mini Town	Giving Directions	Lost in Town	A Model Town
A Play Center	Moving Around	Fun for Gabby	A Board Game
Animal Rescue Center	Caring for Pets	Jake's New Friend	A Window Display
Beach Behavior	Different Beaches	The Mermaid's Treasure	A Beach Scene

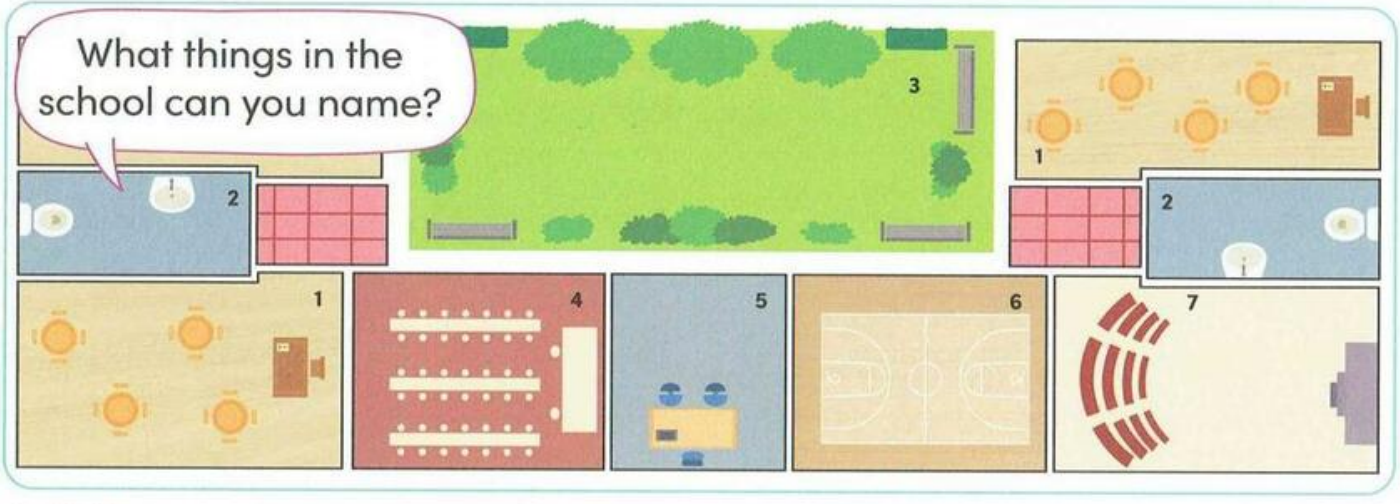
Get ready for your voyages!

Explore your book and write the page number.

Think about your English skills and answer the questions.

In Unit 1 ...

We learn to make maps of our school. See page _____.



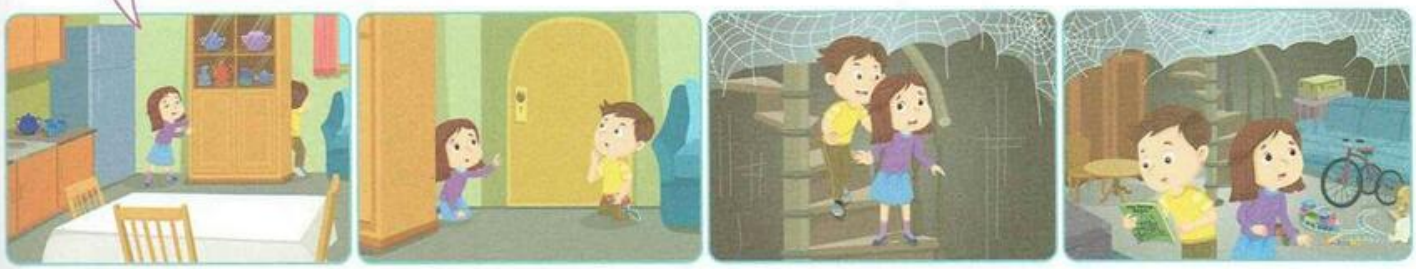
In Unit 2 ...

We visit a family in Australia. See page _____.

In Unit 3 ...

We read a story about a secret room. See page _____.

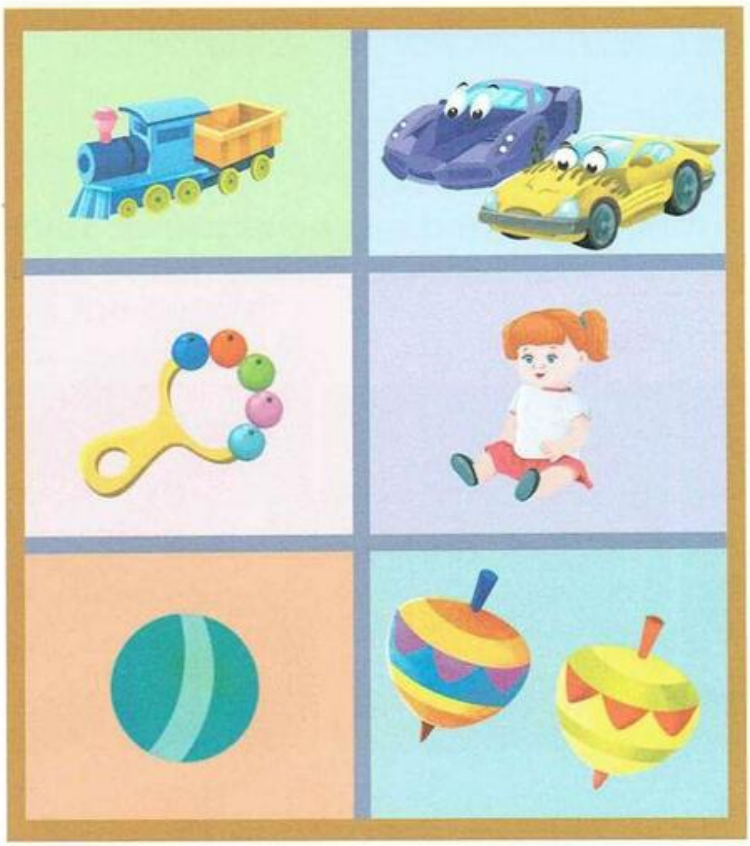
What rooms in a house can you name?



In Unit 4 ...

We make a puzzle. See page _____.

What toy words do you know?



In Unit 5 ...

We learn to give directions around a town. See page _____.

In Unit 6 ...

We read a story about a girl and a special swing. See page _____.

In Unit 7 ...

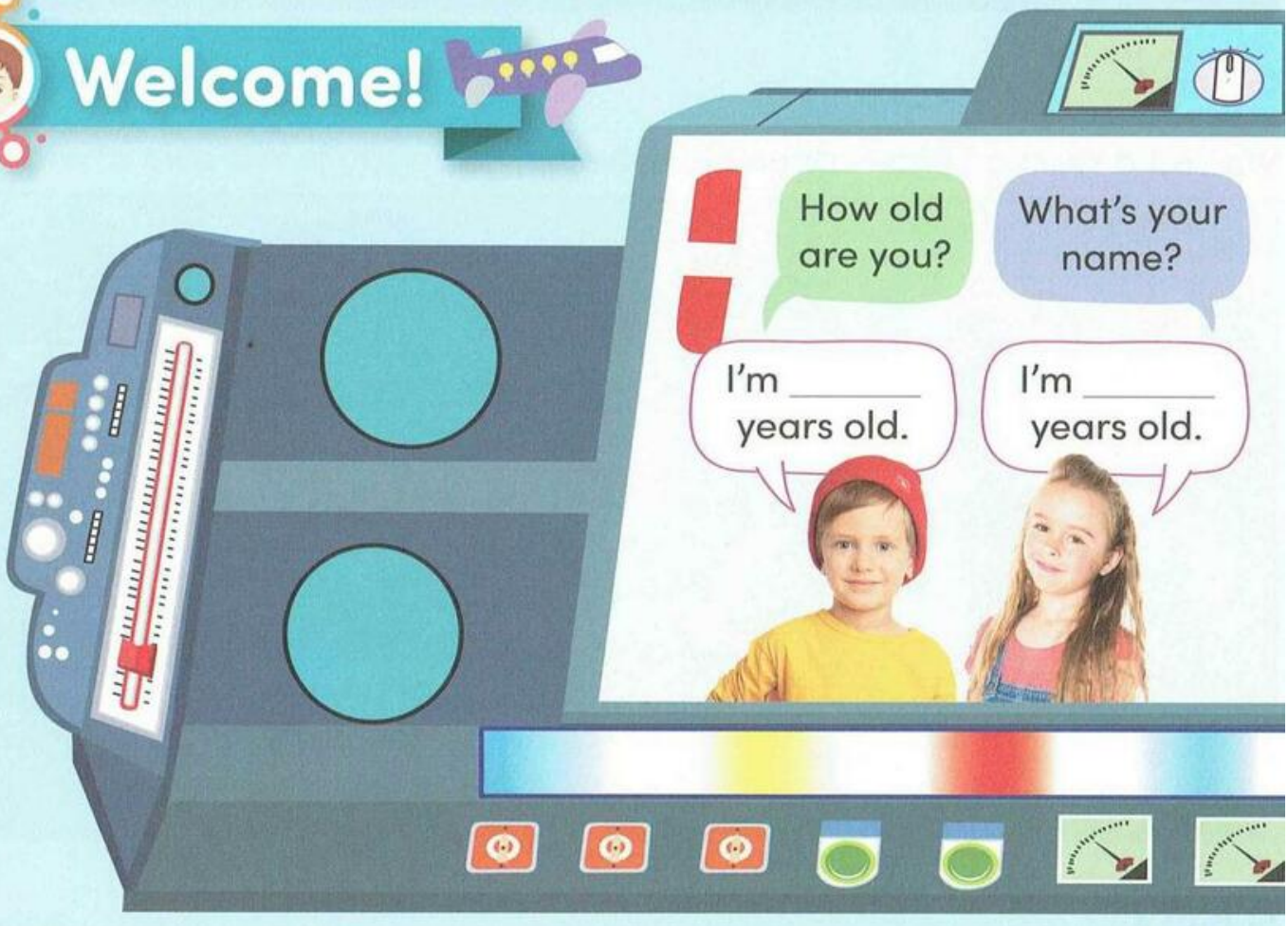
We visit a rescue center for animals. See page _____.

In Unit 8 ...

We make a beach scene. See page _____.

You are ready for your voyages!

Welcome!

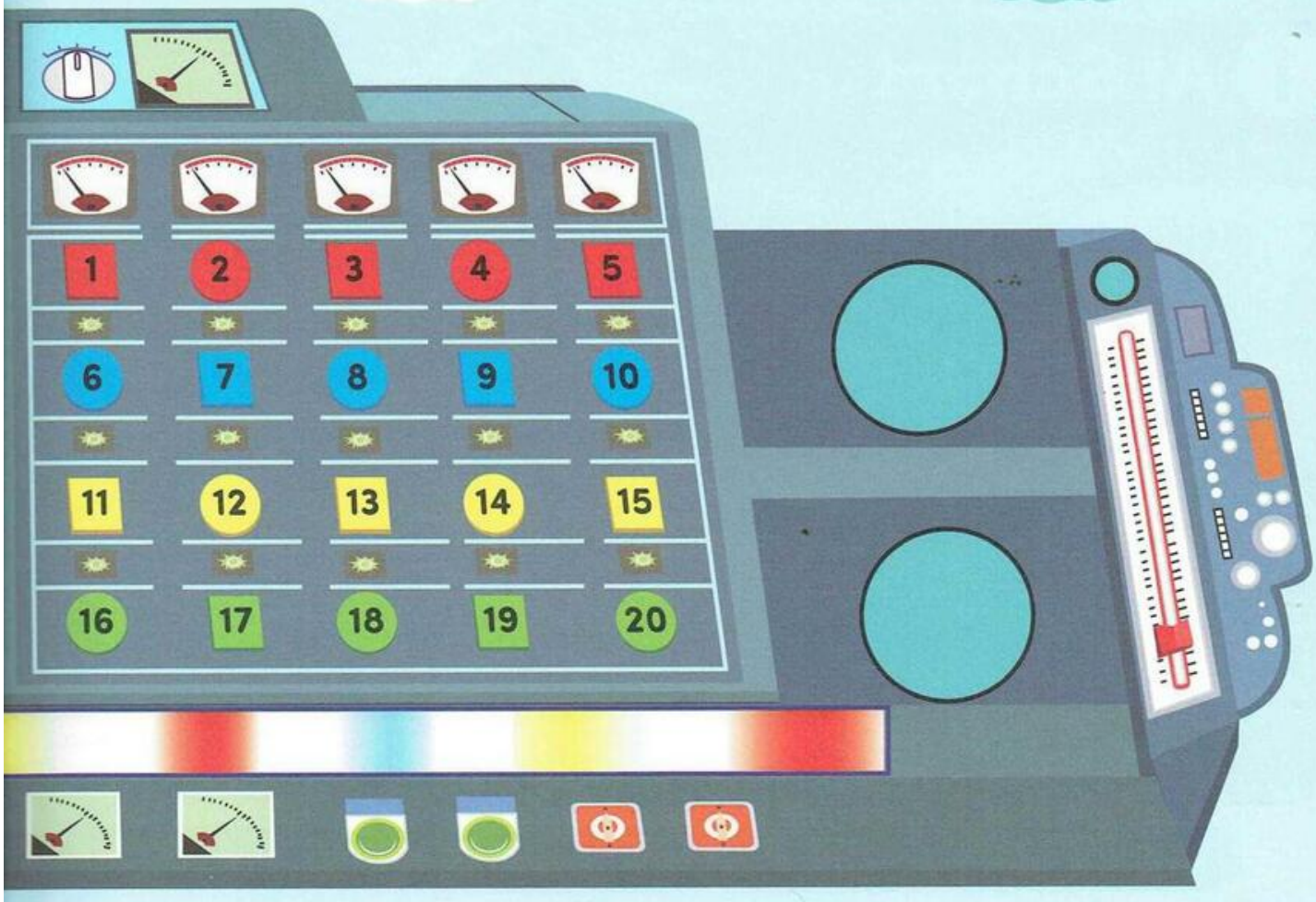


1. Listen and write the ages.

2. Find out about your friend. Complete the chart.

	Me	My friend
Name		
Age		

3. Combine the colors and complete the control panel.



4. Sing the number song and do the actions.

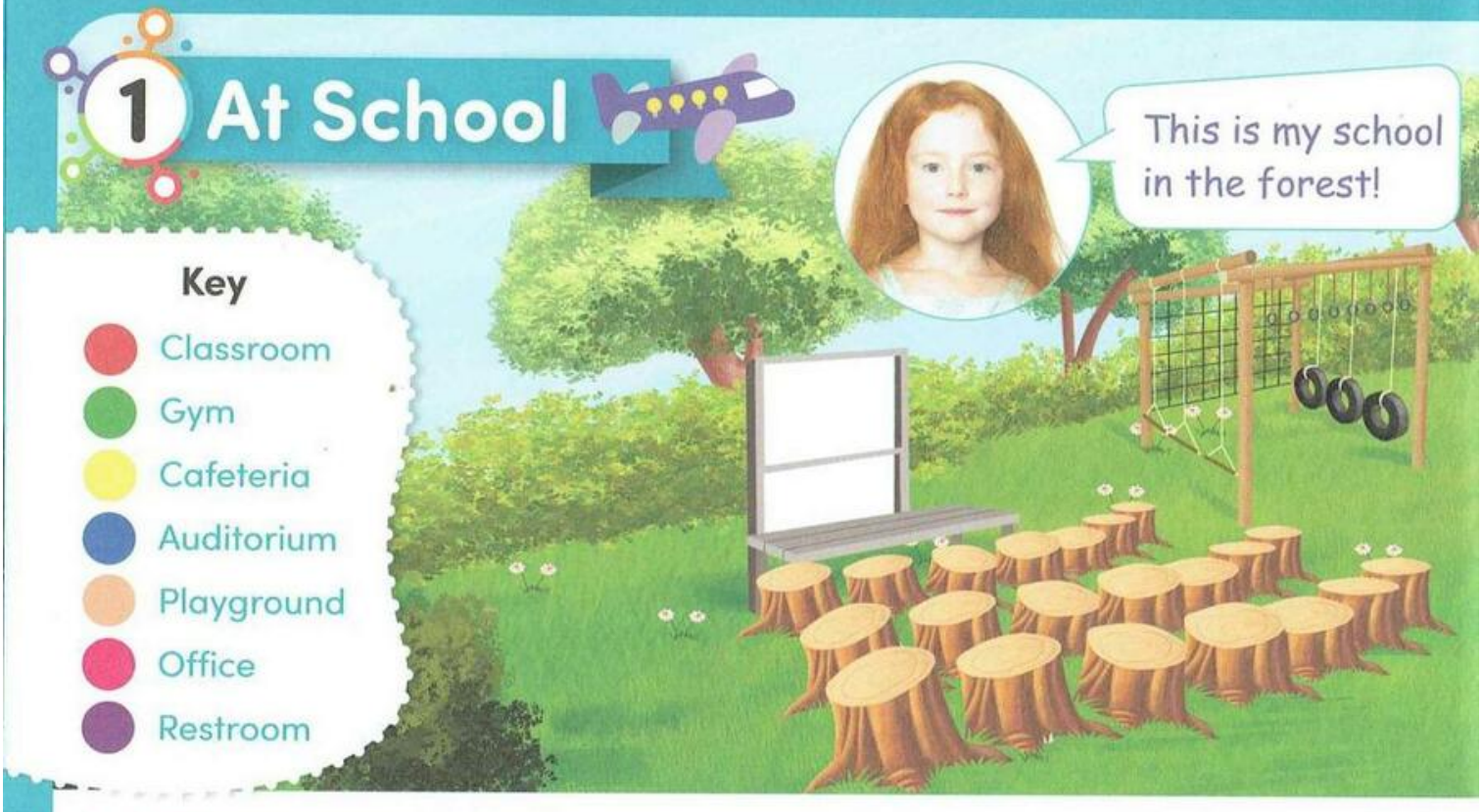
5. Color the shapes and crack the code.

○	○	□	□
2	6	1	7
4	8	3	9
		5	

6. Choose and write numbers for your voyages' password.

●	●	■	■

1 At School



Key

- Classroom
- Gym
- Cafeteria
- Auditorium
- Playground
- Office
- Restroom

1. Listen and check (✓) the answers. Sing the song.

[3]

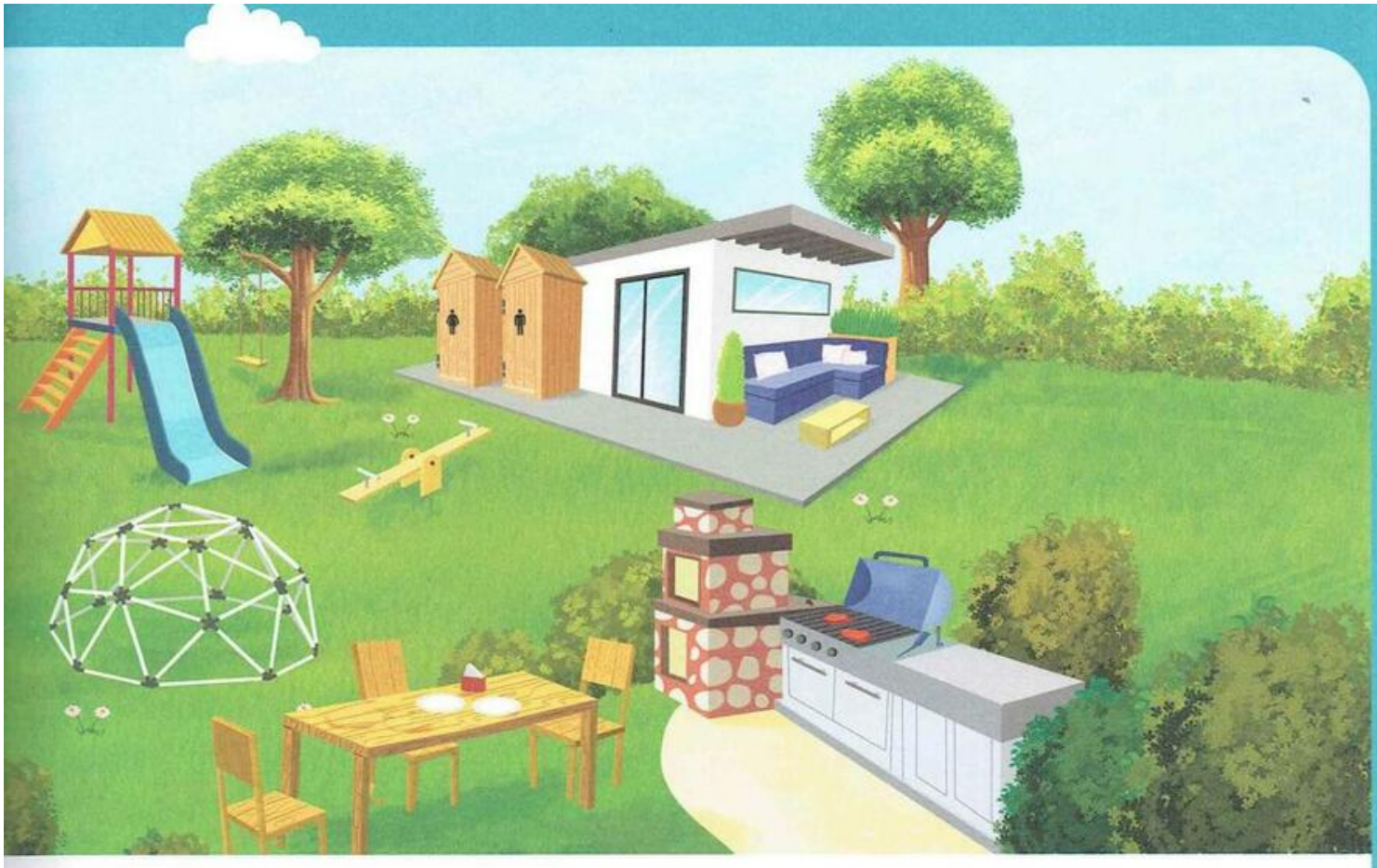
Where's the ...	Indoors	Outdoors
classroom?	☐	☐
gym?	☐	☐
cafeteria?	☐	☐
auditorium?	☐	☐
playground?	☐	☐
office?	☐	☐
restroom?	☐	☐

2. Play *The Odd One Out.*

Classroom, cafeteria, restroom in the forest school.

Restroom! It's indoors.

Naming and locating places at school. *The restroom is indoors.*



3. Crack the code and circle the correct names.

	Annie	Tom	Lisa	Pablo
a.m. / p.m.				

In the morning, **Lisa** / **Pablo** is in the .

In the afternoon, **Tom** / **Pablo** is in the .

In the morning, **Annie** / **Tom** is in the .

In the afternoon, **Lisa** / **Annie** is in the .

4. Sing your version of the song.

Maps

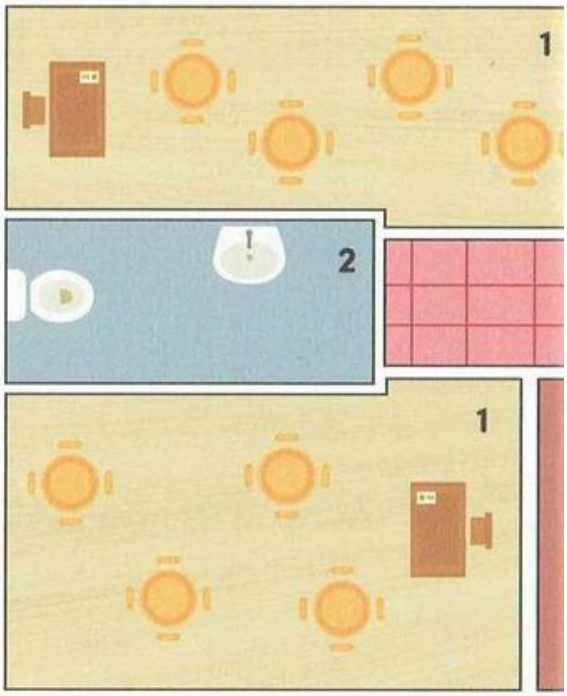
1. Read the picture sentences aloud.

Key

between

next to

opposite



The is the .

The is the .

The is the .

The is a .

2. Look at the map and number the places.

cafeteria ☐

auditorium ☐

office ☐

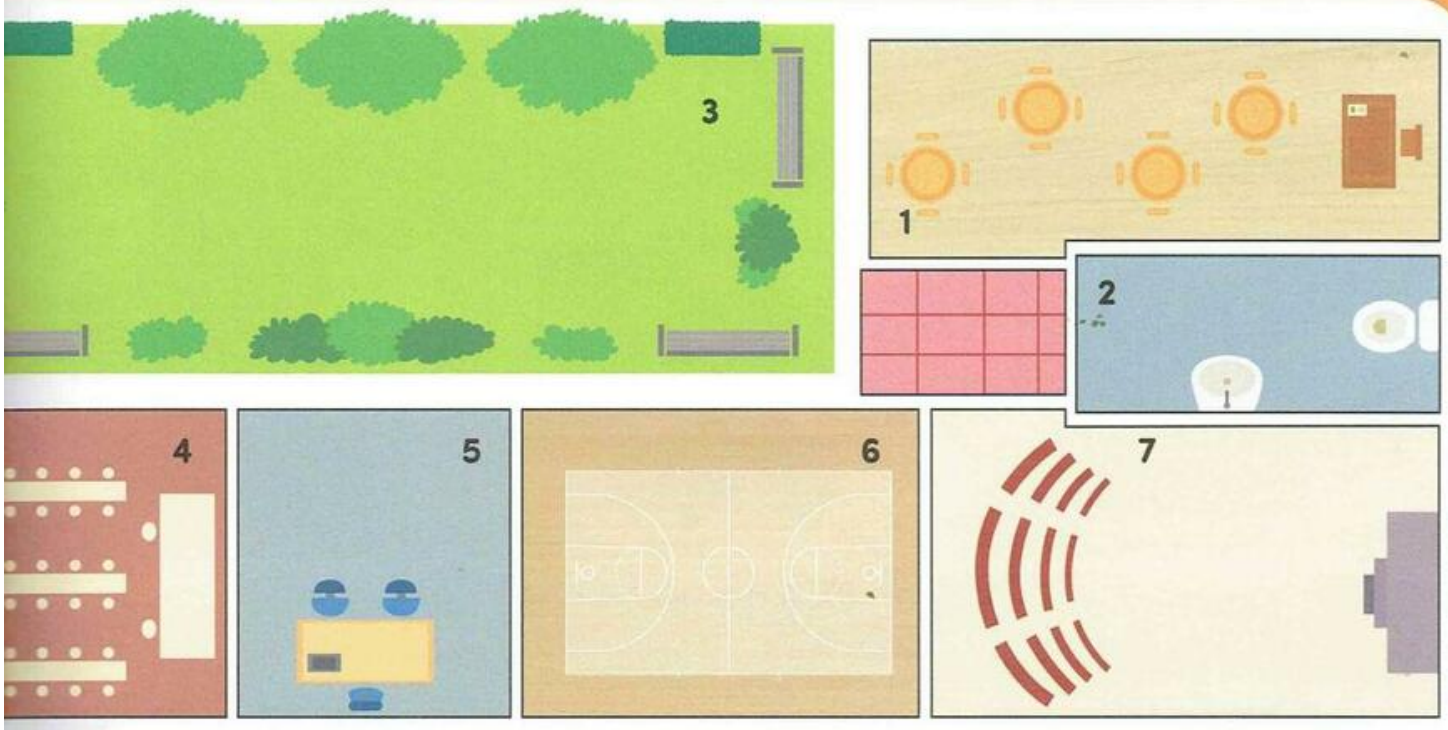
gym ☐

playground ☐

restroom ☐

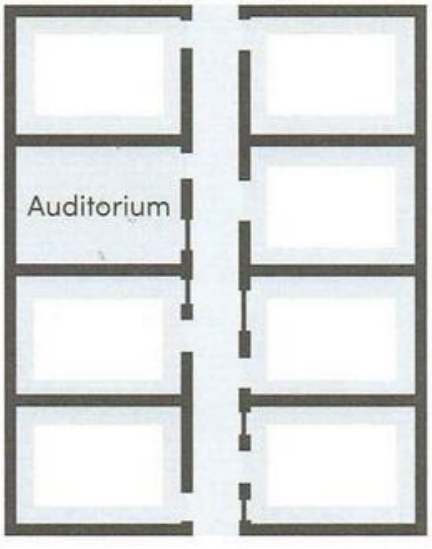
classroom ☐

Locating positions of places at school. *The restroom is opposite the office.*

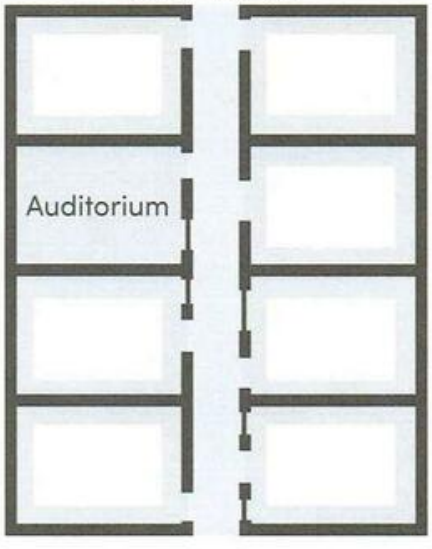


3. Use the key in Activity 2 to number floor plan A. Ask a friend and number B.

Floor Plan A



Floor Plan B



Is the cafeteria next to the auditorium?

No, it isn't.

Which twin are you?

1. Where does the story take place? Check (✓) the correct picture.

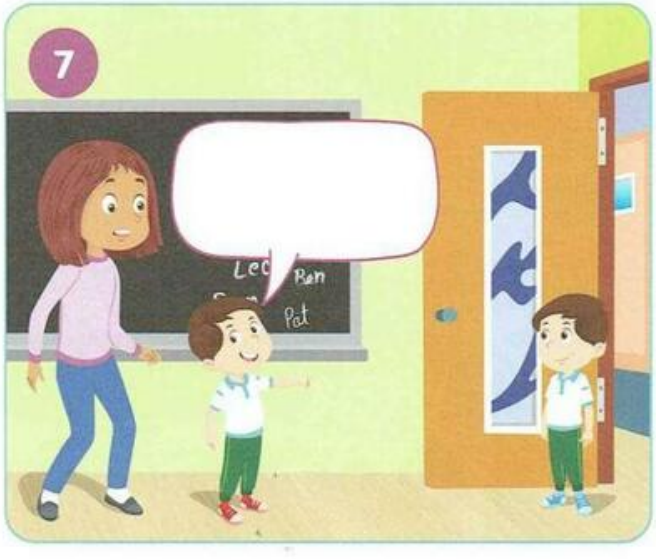
at school ☐

at home ☐

in the forest ☐

4 **2. Listen and place the stickers. Listen again and join in:**
Hello, Ben! How are you? Hello, Miss! I'm fine, thank you.

Understanding a story and identifying characters in a story.



3. Look at Picture 1. What color is Ben's backpack?

5 **4.** Listen to the sounds and match to make names.

B	e	b	
B	a	n	
P	o	t	

Signs

1. Match the signs to the words. Then play a memory game.

cafeteria ☐ restroom ☐ gym ☐

classroom ☐ office ☐ computer room ☐

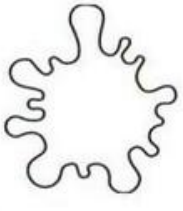
What's the red triangle for?

The computer room.

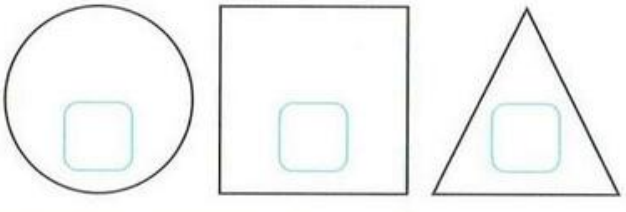
2. Follow the instructions and plan your sign.

1 Choose and check (✓) a place in Activity 1.

2 Choose a color.

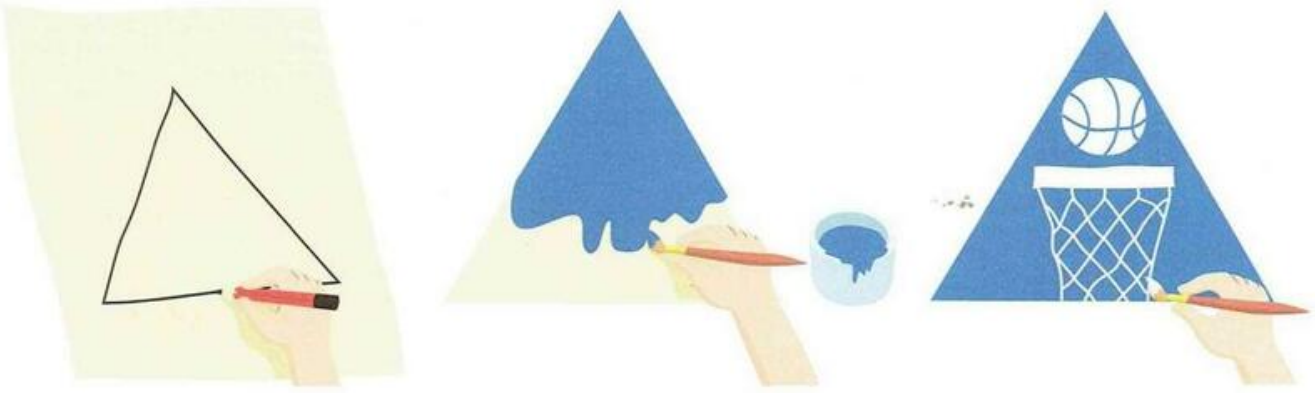


3 Choose and check (✓) a shape.

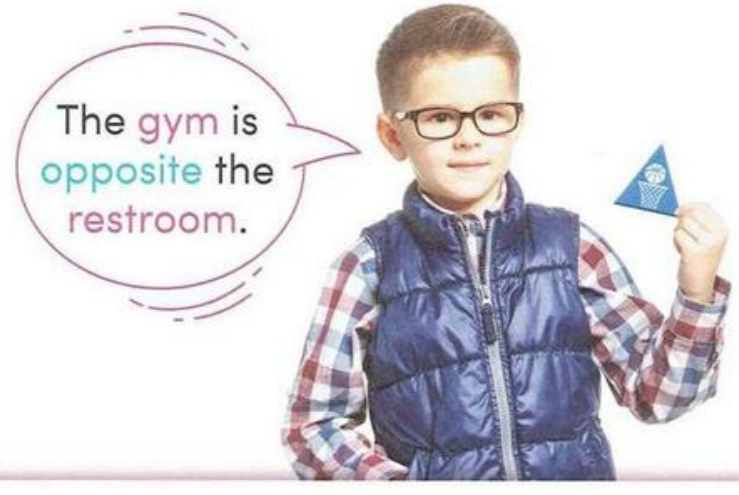


Identifying the meaning of signs. *What's the red triangle for?*

3. Make your sign and show a friend.



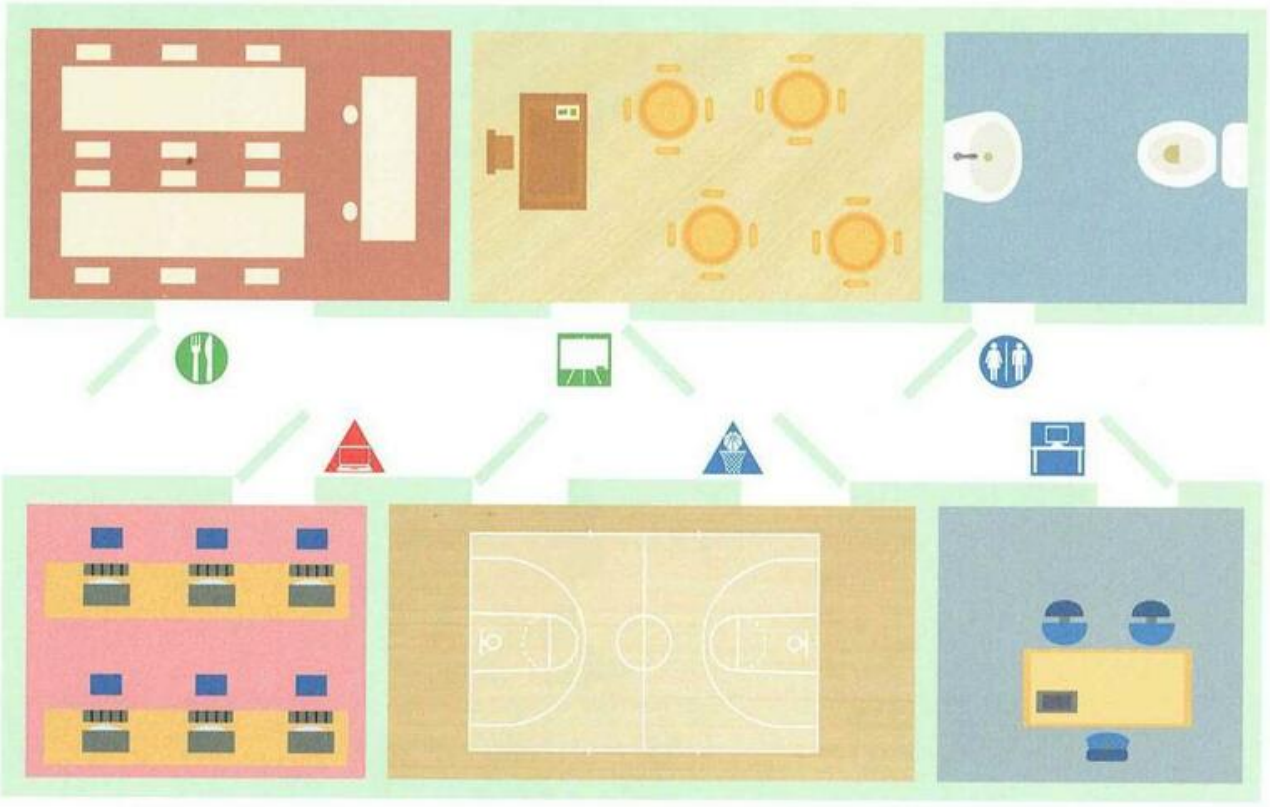
4. Label the school with your friends.



Making signs for the school.

The Log

6 **1. Listen and say *True* or *False*.**

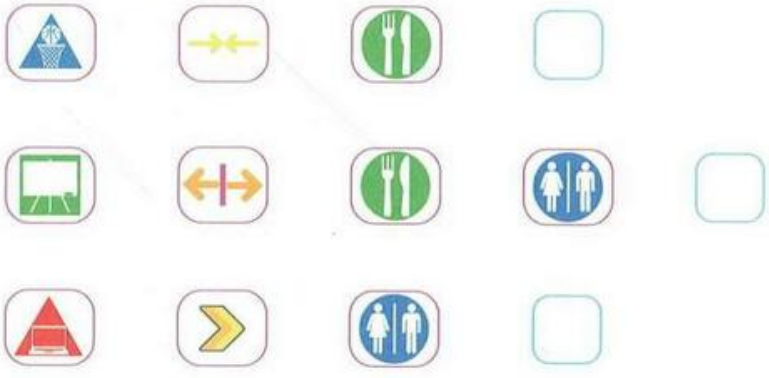


2. Play *True or False* with your friends.

The gym is next to the office.

True!

3. Check (✓) the correct code for the map.



Using code to locate positions.

4. Complete the picture dictionary with stickers. Trace over the words. Add more words.

classroom

restroom

gym

cafeteria

office

computer room

5. Show a visitor around your school.

This is the office. It's next to the cafeteria.

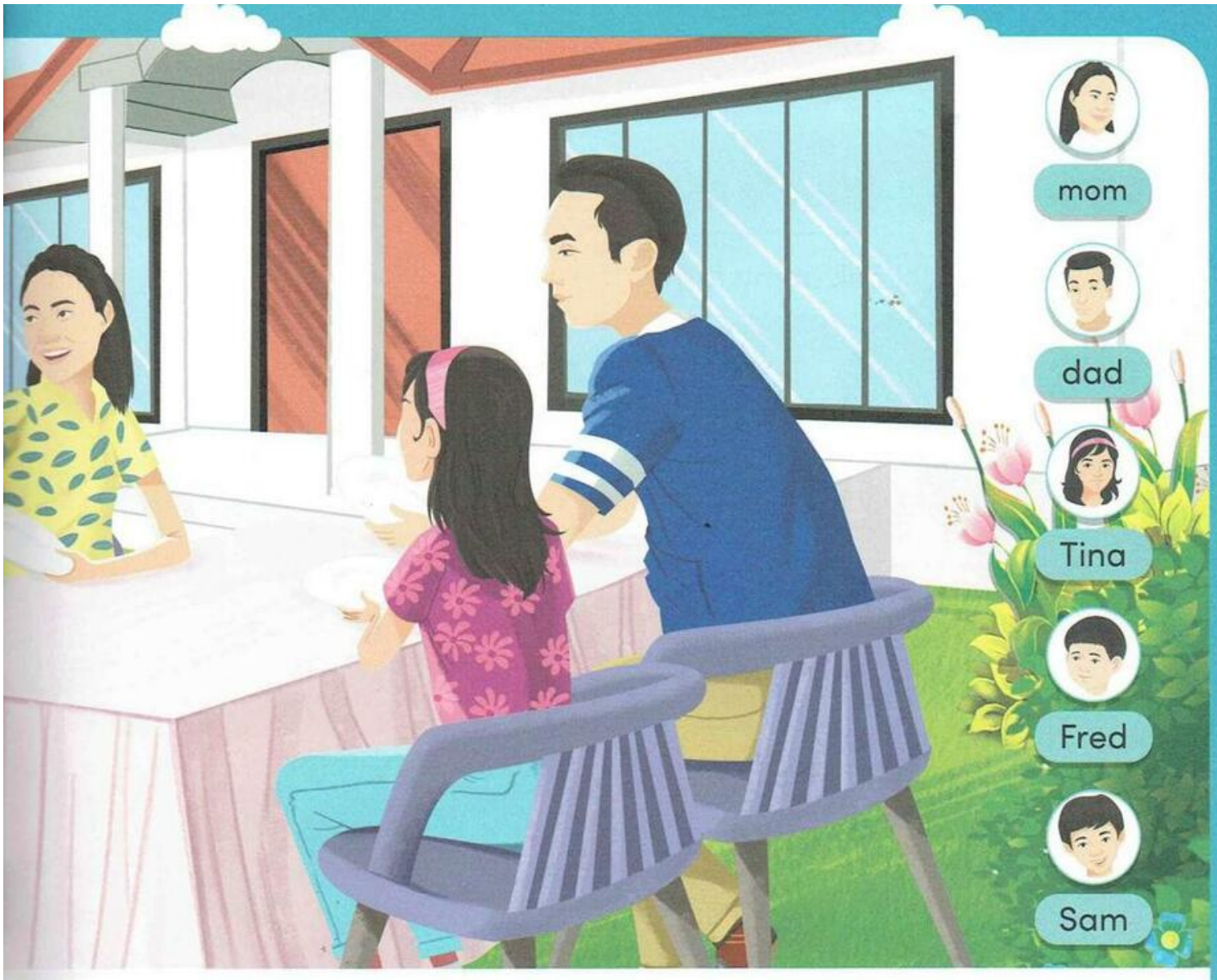
2 Family Parties

1. Check (✓) words to describe the picture.

outdoors ☐ indoors ☐ home ☐ school ☐

7 **2. Listen and match the food to the plates.**

Naming barbecue food.



3. Use the colors in the sentence to circle food words and names.

Here, Fred. Have a hot dog.

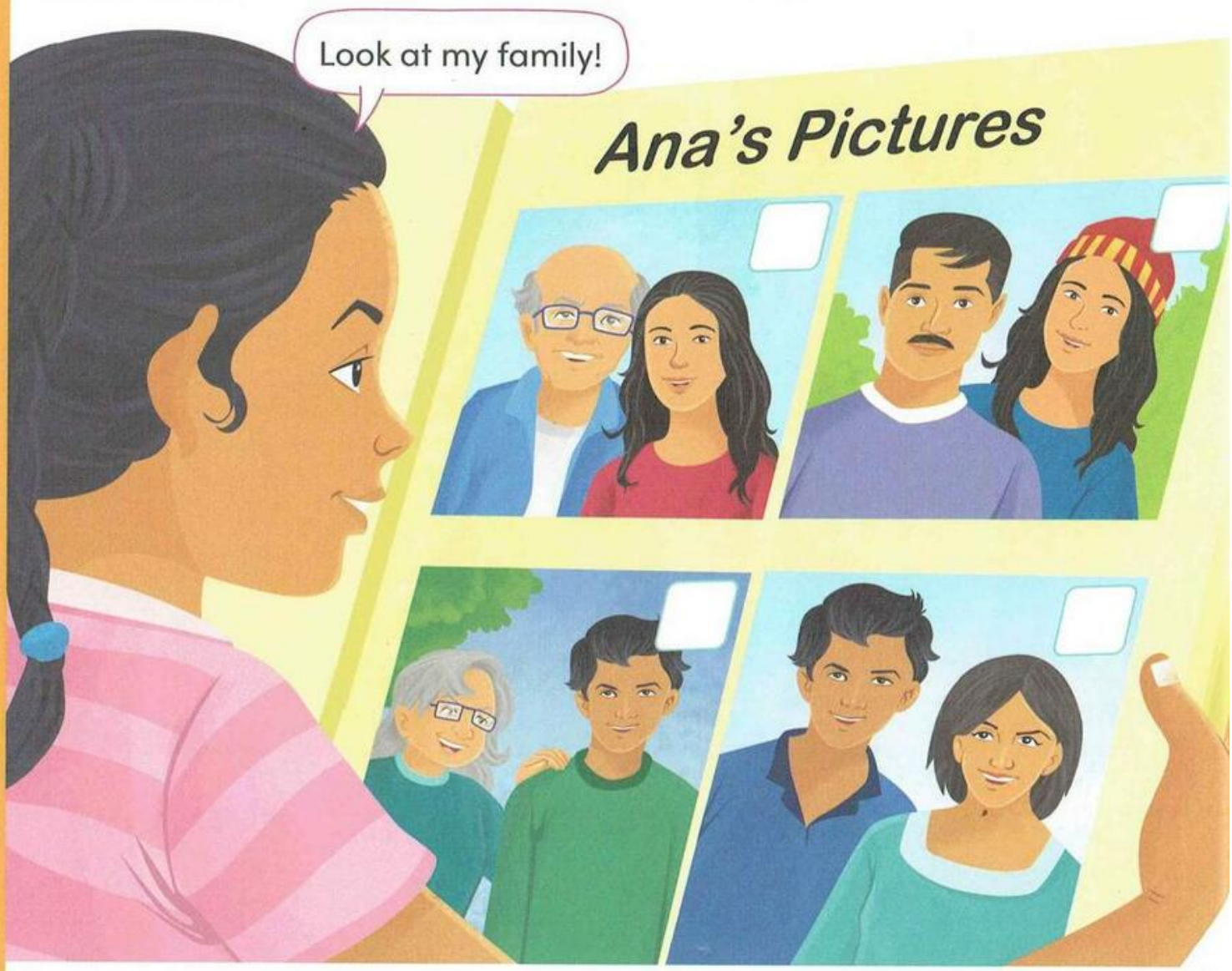
4. Role play the barbecue.

Here, David. Have a cookie!

Oh! Yes, please!

Families

8 **1. Listen and number the pictures. Sing the song.**



2. Ask about the people in the pictures.

brother sister grandma grandad mom dad

Who's that?

Her brother.

Using family words.

3. Draw two people from your family.

4. Ask about your friend's family.

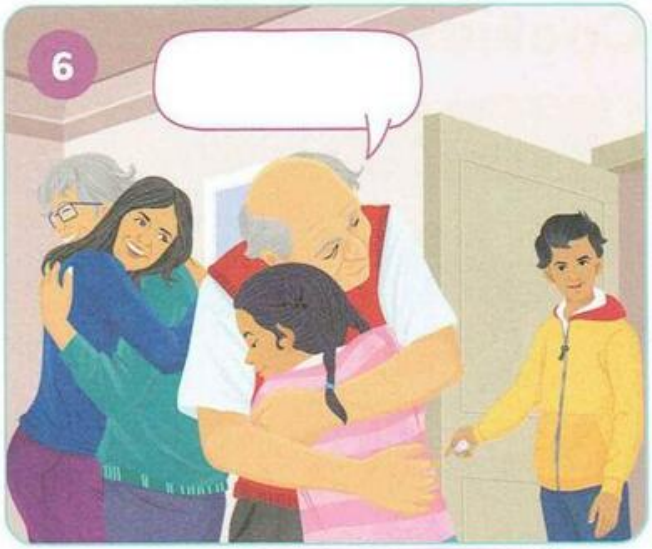
Disaster at the Party

1. Count the cookies and write a number.

Picture 1 _____ Picture 5 _____ Picture 7 _____

9 **2. Listen and place the stickers. Listen again and join in:**
Yummy, yummy, party food. Yum, yum, yum.

Understanding a story and recognizing bad behavior in a story.



3. Look at the pictures and answer the question.

Is there an ice cream for Ana at the party?

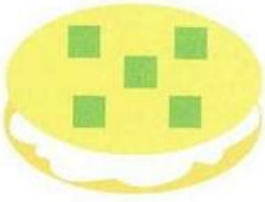
4. Listen to the sounds and match to make words.

h	a	g	
d	a	d	
b	o	t	

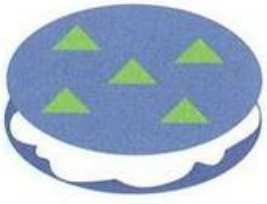
Cookies

11 **1. Listen and match the cookies to the labels.**

For mom



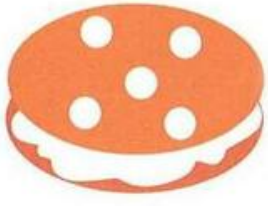
For dad



For my brother

For my sister

For grandma



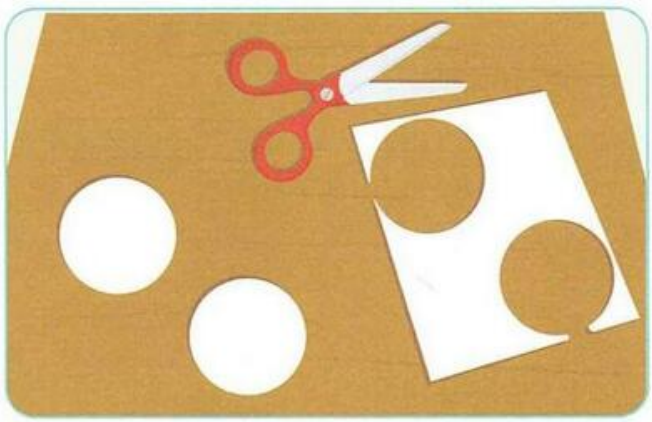
For grandad

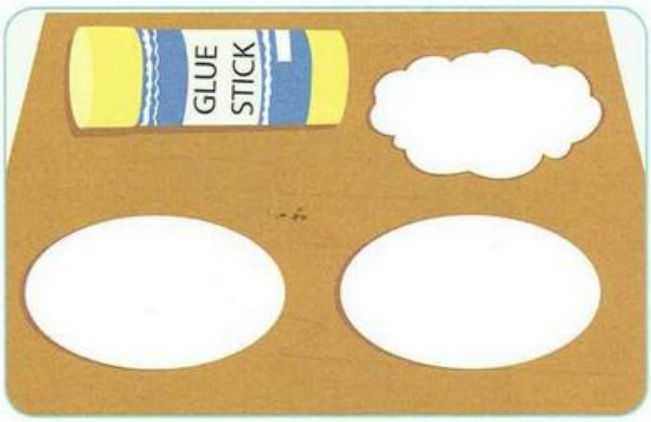
2. Choose a family member and plan your cookie.

For ...	
Color	
Shapes	

Planning a cookie. *A (red) cookie with (yellow) (circles).*

3. Make the cookies and the labels.





For ...

4. Find friends with cookies for the same person.

My cookie is for my mom.

My cookie is for my mom, too!

The Log

Key

he she

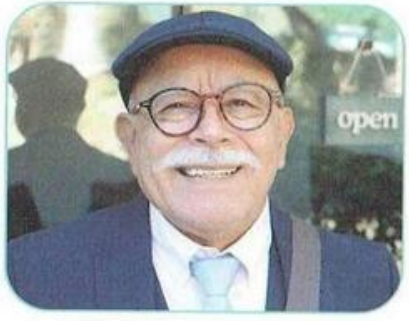
1. Use the key and classify the family words.

mom ☐

dad ☐

grandma ☐

sister ☐



grandad ☐

brother ☐

2. Use the color codes in Activity 1 and complete the dialogs orally.

Is ☐ your ☐ ? No, ☐ 's my ☐ .

Is ☐ your ☐ ? No, ☐ 's my ☐ .

Classifying family words: *he* or *she*.

3. Complete the picture dictionary with stickers. Trace over the words. Add more words.

burger

hot dog

cookie

ice cream

grandma

grandad

4. Make food cards and play a game.

Have a hot dog!

3 Houses

Hi, I'm Jack.
This is my house.

12 **1. Listen and color the labels on the treehouses.**

2. Sing the song.

Identifying furniture in rooms in a house. *There's a ...*

3. **Look at the houses and circle the words in the different colors.**

bed chair cupboard shower sofa stove table toilet

4. **Play *Guess the Treehouse.***

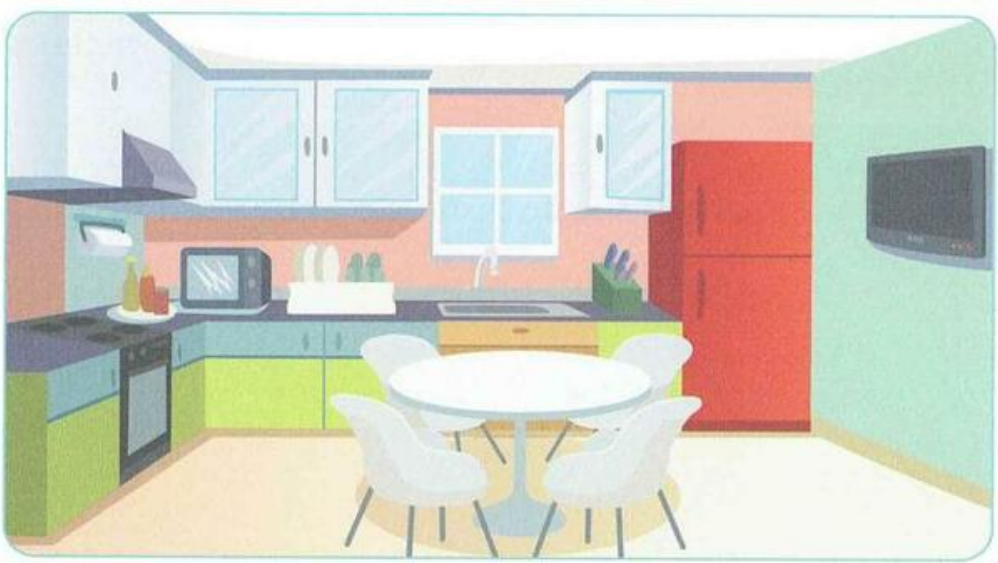
There is a stove. There isn't a shower.

That's the orange house.

The Kitchen

13 **1. Listen and check (✓) the correct picture.**

Find my kitchen.



2. Ask and answer questions with a friend.

Is there a white fridge?

That's Picture 1.

Yes, there is.

Asking about objects in a kitchen. *Is there a ...? Yes, there is. No, there isn't.*

3. Color the circles for your kitchen. Ask your friend.

Key
- my friend's kitchen
- my kitchen

Is there a stove in your kitchen?

Yes there is.

stove

fridge

cupboard

TV

table

chair

4. Choose a picture and play *Where am I?*

Is there a table?

Are you in the living room?

Yes, there is.

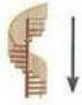
No, I'm not.

Asking about the location of objects in the house. *Is there a ...? Yes, there is. Are you in the ...?*

The Secret Room

1. Circle the correct pictures.

Picture 1. Harry is behind the / / .

Picture 3. Harry and Ella go /  .

Picture 7. Harry and Ella go / .

14 2. Listen and place the stickers. Listen again and join in:

Hold my hand! Don't be scared!

Understanding a story and noticing visual clues.

3. Look at the pictures and answer the questions.

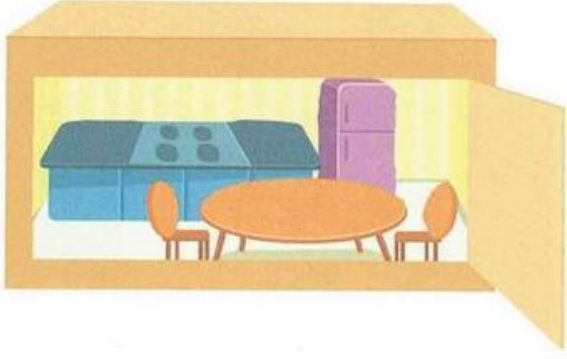
- What is there behind the cupboard?
- What is there behind the door?

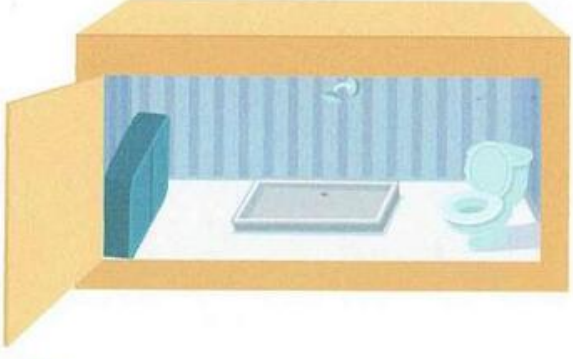
4. Listen to the sounds and match to make words.

c	o	r	
m	a	d	
b	e	m	

A Model House

1. Talk about the furniture and the rooms.





Look! There's a stove and a fridge.

That's the kitchen.

2. Plan the rooms and make the furniture.

Instructions for making the rooms.

1 Check (✓) a room.

bathroom ☐ bedroom ☐ living room ☐ kitchen ☐

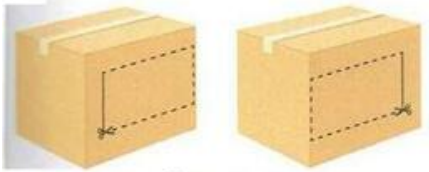
2 Check (✓) furniture for your room.

sofa ☐ table ☐ cupboard ☐ TV ☐

chair ☐ fridge ☐ stove ☐ toilet ☐

Associating objects with places. *There's a (red) ... in the ...*

3. Make your room. Make a model house in groups.



Step 1

Step 2

Step 3

4. Play *Find the House.*

There is a red chair in the bedroom.

Making a model house.

The Log

1. Use the color code. Ask and answer questions with a friend.

Is there a ▭ ?

Yes — No

Is there a ▭ ?

Yes — No

Is there a ▭ ?

Yes — No

Is there a ▭ ?

Yes — No

Is this the ▭ ?

table chair cupboard	TV fridge stove toilet shower	bathroom kitchen

Is there a table?

Yes, there is.

2. Write words to complete the code.

There's a _____ and there's a _____.

It's the _____.

Using code to ask and answer questions.

3. Complete the picture dictionary with stickers. Trace over the words. Add more words.

sofa

TV

fridge

stove

shower

toilet

4. Talk about your house.

Is there a TV?

Where is it?

Yes, there is.

In the living room.

Key language review.

4 Toys!

This is my favorite toy store!

There's a ... in the window.

And there are ... in the window.

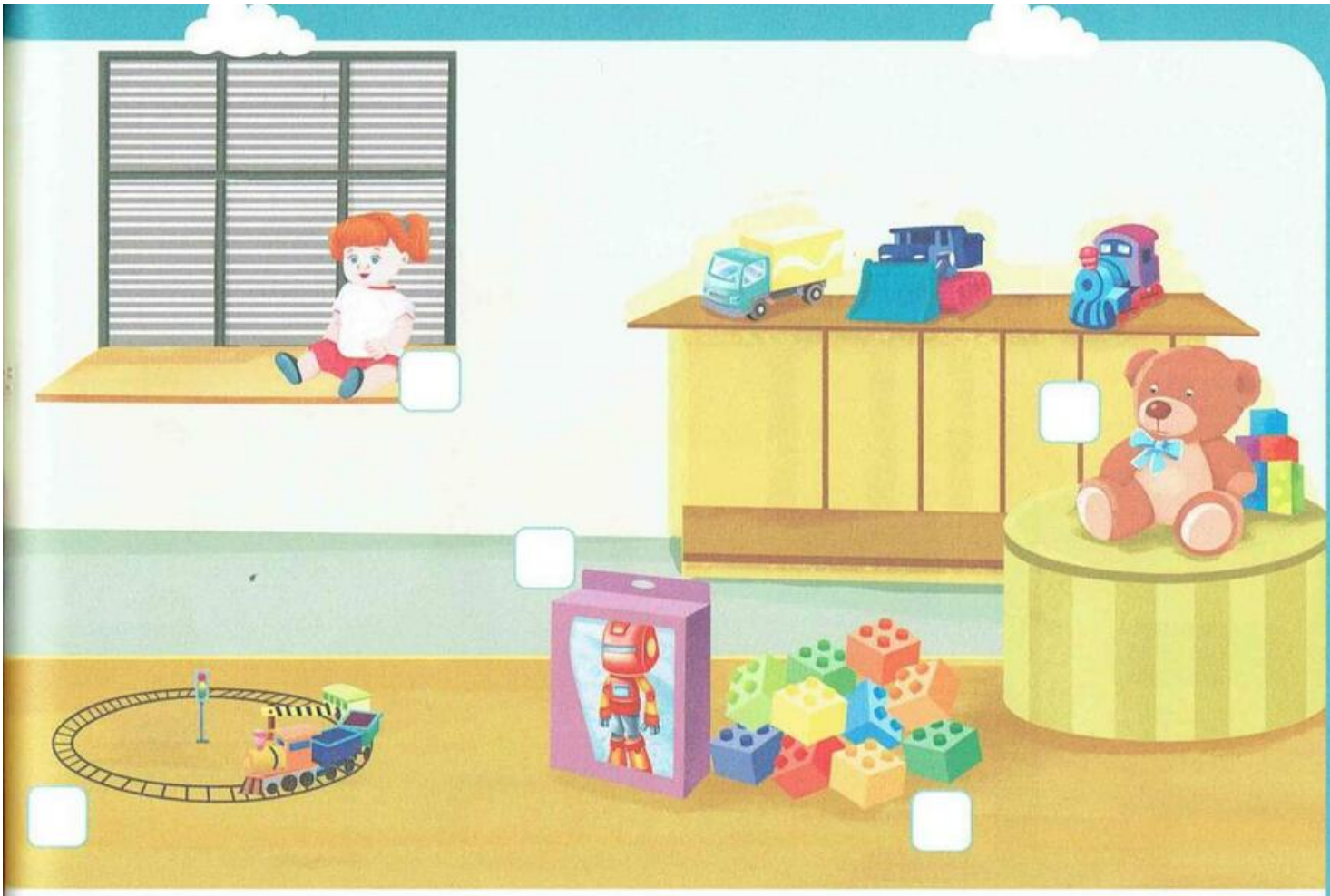
16 **1. Listen and sing the song. Then count and write a number.**

doll ☐ trains ☐ puzzle ☐

robot ☐ tops ☐ bricks ☐

2. Choose 2 gifts and sing a new verse.

Naming toys.



3. Classify the toys.

Key

baby toys · toys for me · toys for big kids

4. Choose gifts for the children.

Eva

Lily

Tim

The rattle is good for Eva.

Shopping

1. Read and match the toys to the prices.

Balls $3

Bricks $4

Cars $2

Puzzle $4

Train $5

Robot $5

2. Complete the sums. Check (✓) the bill to answer the question.

The robot	$5	The train	$5
The cars	$2	The bricks	$4
Total	$ ___	Total	$ ___

I have 8 dollars. What can I buy?

3. Find toys you can buy with 8 dollars.

I can buy ... and ...

4. Listen and circle the correct pictures.

May I have the / and the / ?

Here you are.

Thanks!

Yes, here you are. That's **7** / **9** dollars.

Thank you. Here's your change.

5. Choose 2 toys and do a role play with your friends.

$2 ☐

$2 ☐

$3 ☐

$5 ☐

$4 ☐

$4 ☐

$6 ☐

$3 ☐

You have 10 dollars.

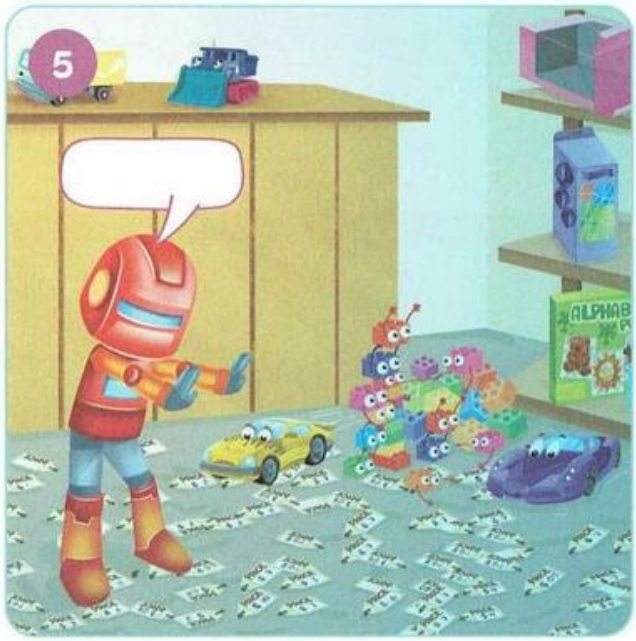
Toys at Play

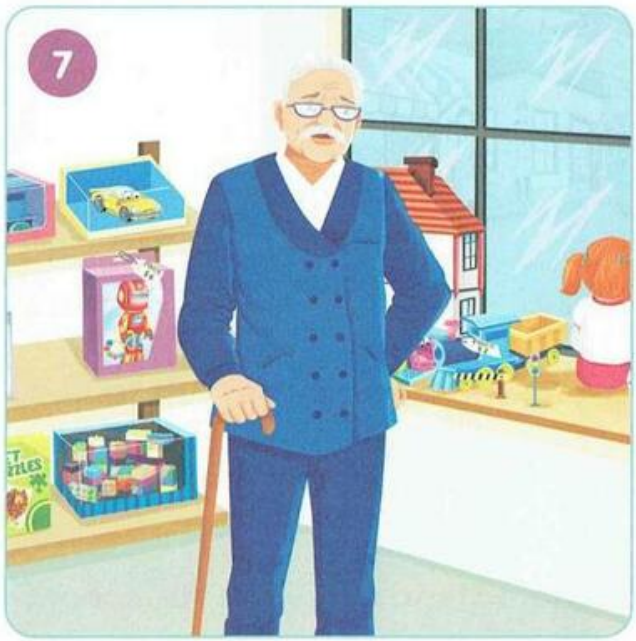
1. Look at the pictures and answer the question.

Is it daytime ● or nighttime ☾ ?

18 **2. Listen and place the stickers. Listen again and join in:**
It is / isn't day and now the toys can / can't play and play.

Understanding a story and identifying the actions of characters in the story.





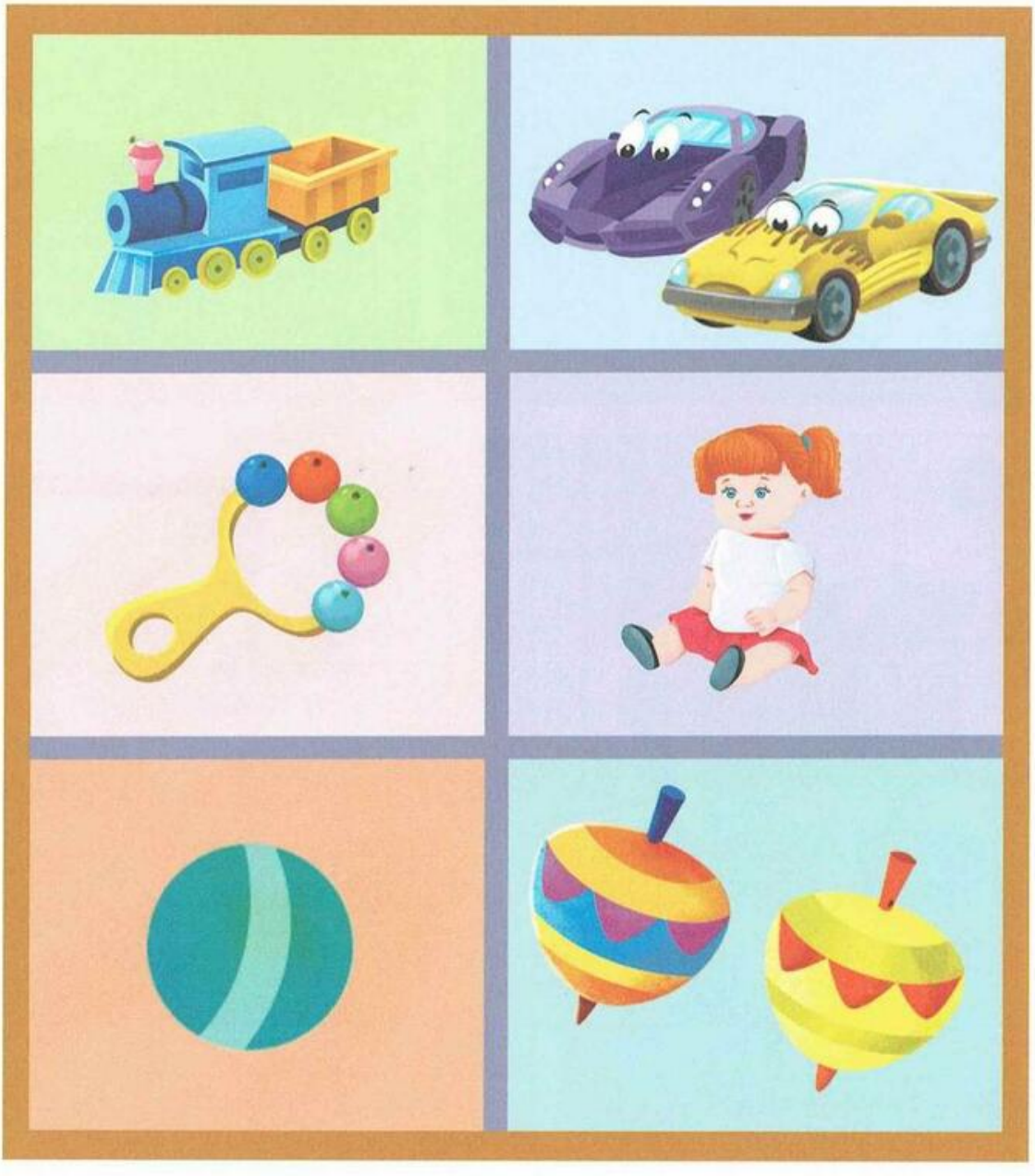
3. Name the toy that ...

starts the fun. _____ stops the fun. _____

19 4. Listen and find the pictures. Then say the tongue twisters.

A Puzzle

20 **1. Listen and say *Yes* or *No*.**



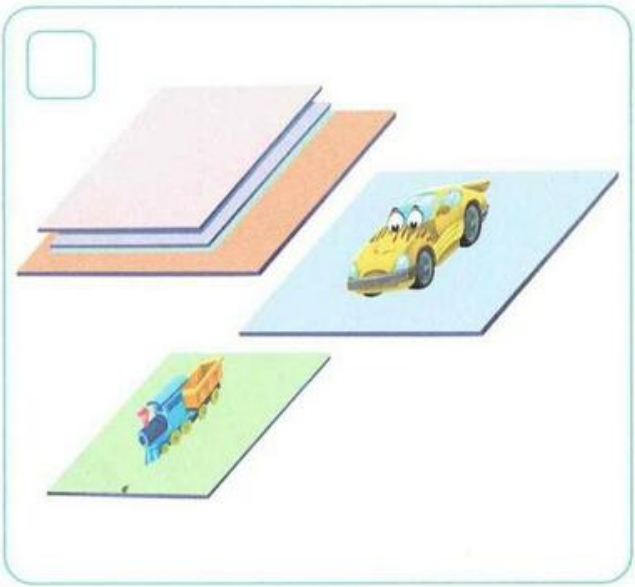
2. Play a memory game with a friend.

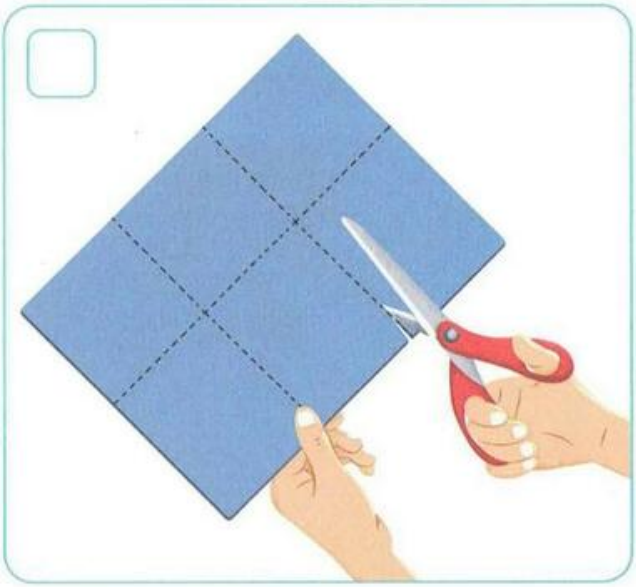
There's a ...

There are some ...

Talking about a puzzle.

3. Number the pictures. Make a puzzle with a friend.





4. Put the puzzle together with a friend.

Do you have the piece with the doll?

Yes, I do!

The Log

1. Complete some of the words with *s*.

doll ___

brick ___

car ___

robot ___

puzzle ___

top ___

2. Look at the codes and talk about the toys.

There is a doll . There are some cars .

Distinguishing singular and plural.

3. Complete the picture dictionary with stickers. Trace over the words. Add more words.

doll

train

top

robot

puzzle

bricks

4. Choose a toy and ask your friends.

Do you have a car?

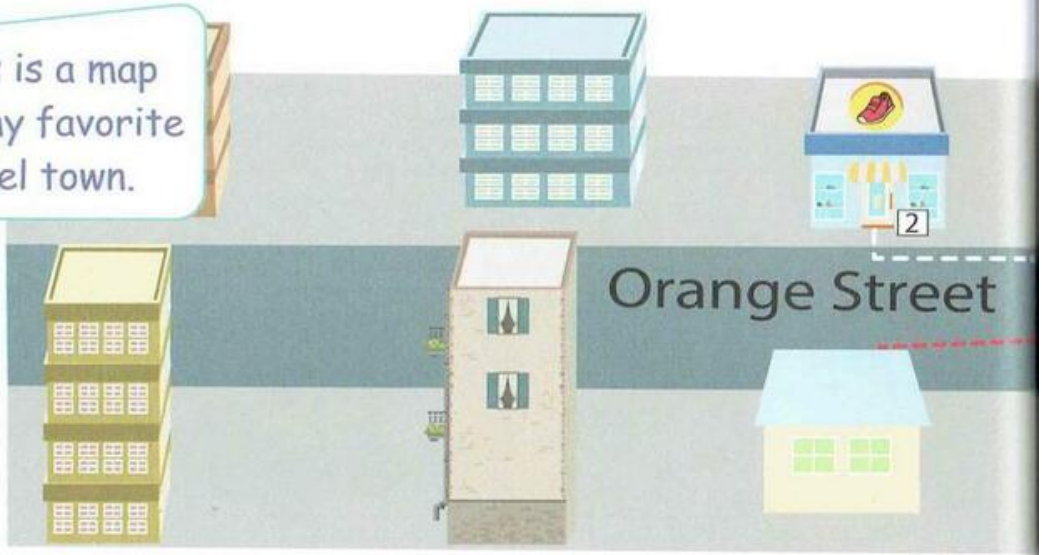
Yes, I do.

No, I don't.

Key language review.

5 Around the Town

This is a map of my favorite model town.



Key

drugstore
toy store
police station
restaurtant
grocery store
hairdresser
shoe store
fire station
house

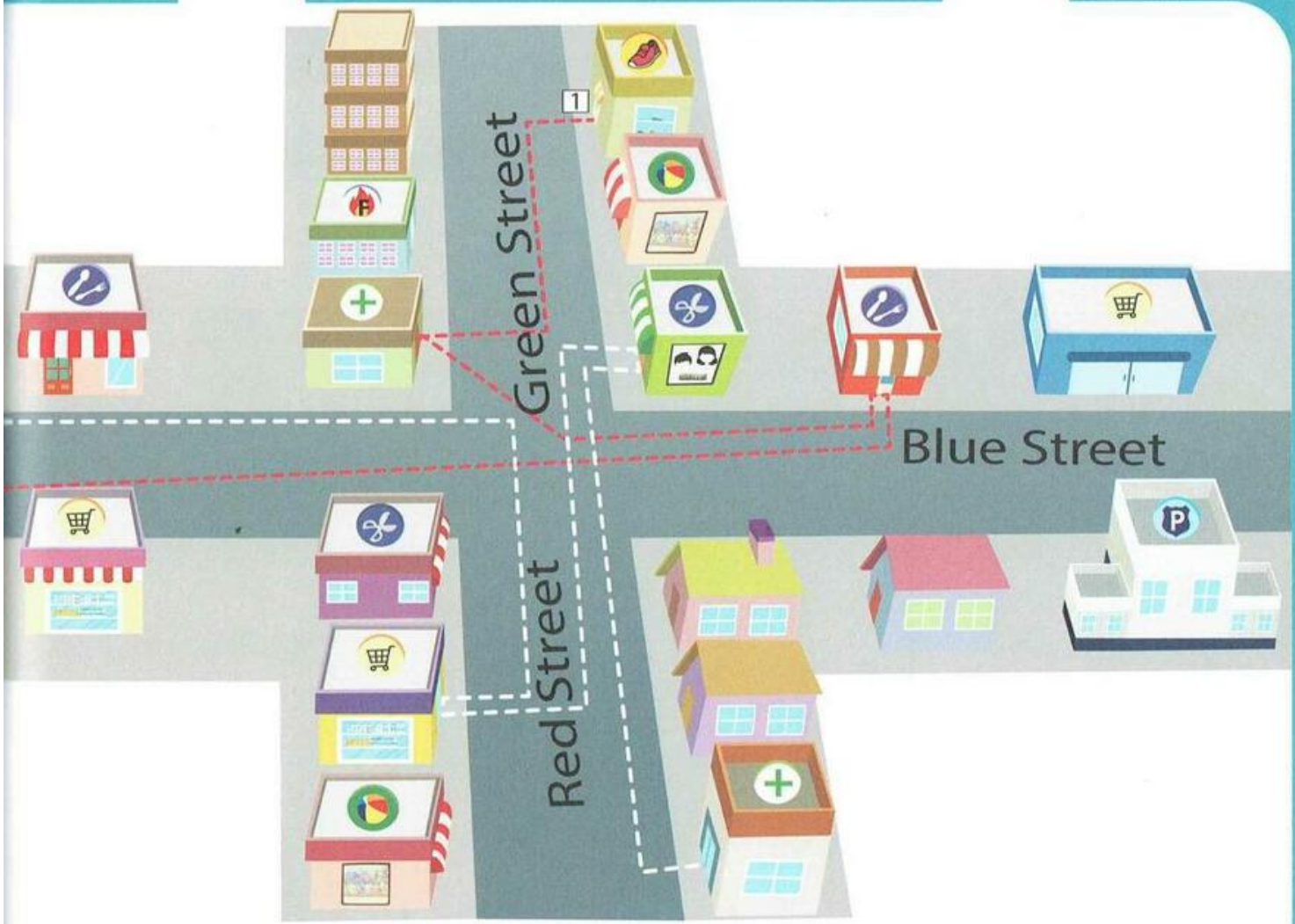
21 **1. Listen and say which route.**

2. Play *Guess the Place.*

It's opposite the police station.

The grocery store!

Identifying places and positions in a town.
The grocery store is opposite the police station.



3. Use the key to crack the code and color the codes.

4. Choose a route and write the code. Draw your friend's route.

We are at the ...

Planning a route. *We are at the grocery store.*

Giving Directions

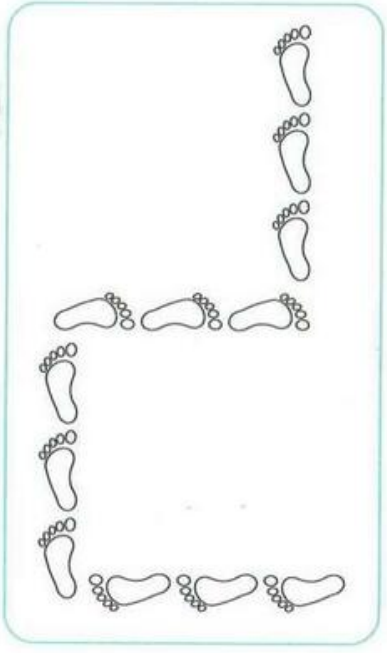
22 **1. Listen and check (✓) the correct diagram. Use the key and color.**

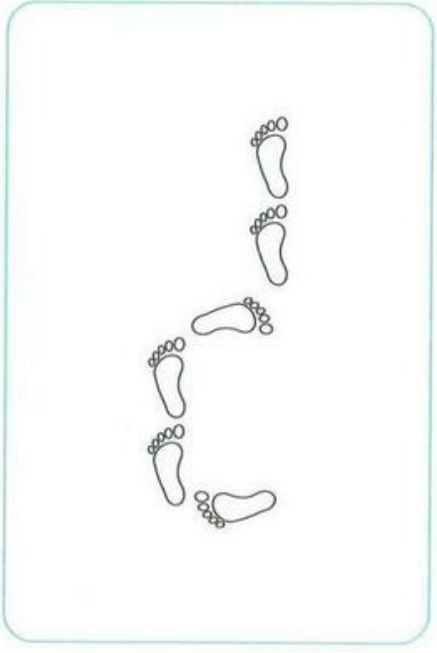
Key

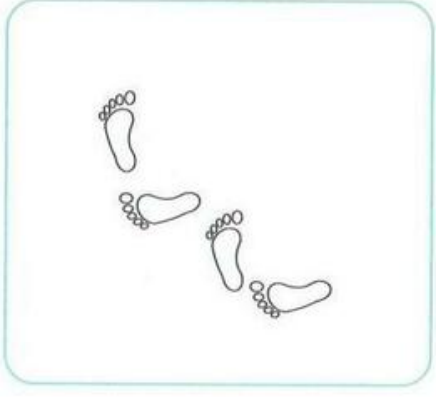
left

right

straight ahead



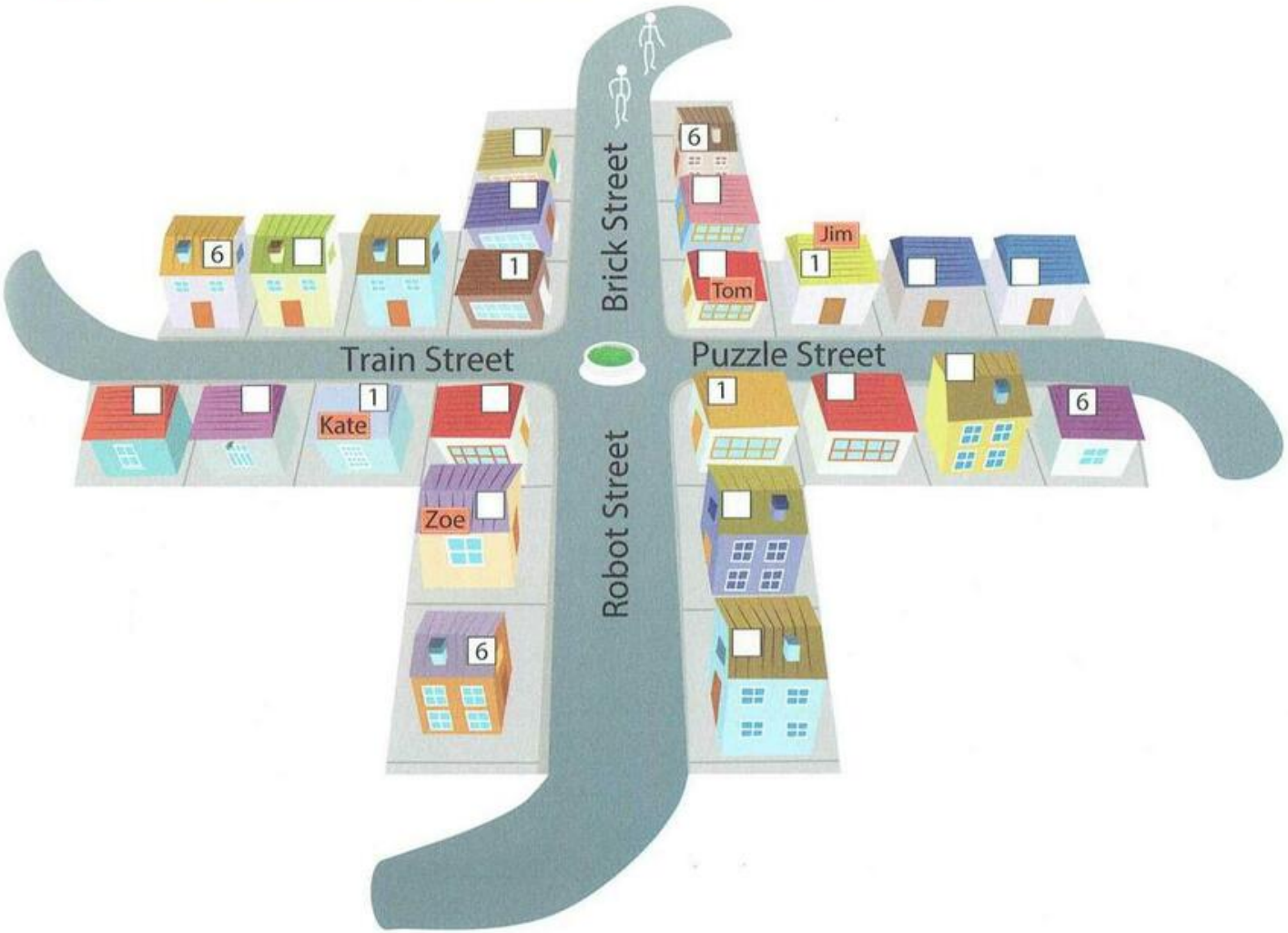




22 **2. Sing the song and do the actions.**

3. Sing your version and do the actions.

4. Write the missing numbers on the houses.



5. Choose a house and ask for directions.

Identifying odd and even numbers. *It's at number 1 Brick Street.*

Lost in Town

1. Look at the pictures and answer the question.

Where are the children?

23 **2. Listen and place the stickers. Listen again and join in:**
Go left, go right, go straight ahead.

Understanding a story and using visual observation to problem solve.

3. Listen again and number the places the children go.

restaurant ☐ fire station ☐

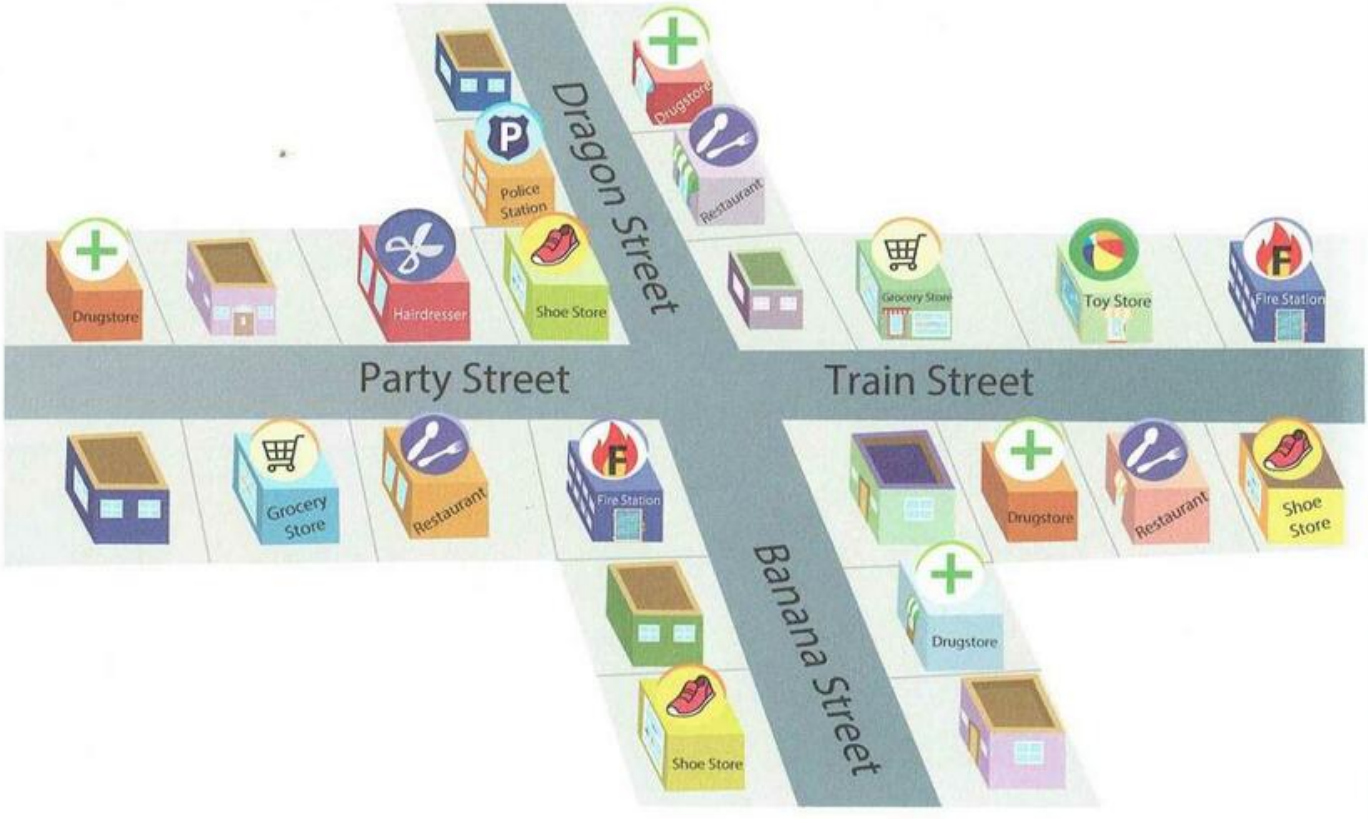
grocery store ☐ drugstore ☐

4. Listen and find the pictures. Say the tongue twisters.

Phonics: initial consonants: *f, l*

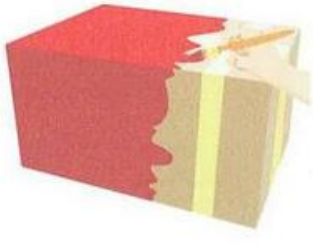
A Model Town

25 **1. Listen and say *Yes* or *No*.**



2. Choose and make a place for the town.

grocery store ☐	toy store ☐	fire station ☐
restaurant ☐	shoe store ☐	police station ☐
hairdresser ☐	drugstore ☐	house ☐



3. Make your street and ask another group questions.

Write a name: _____ Street

Write numbers on your buildings and organize your street.

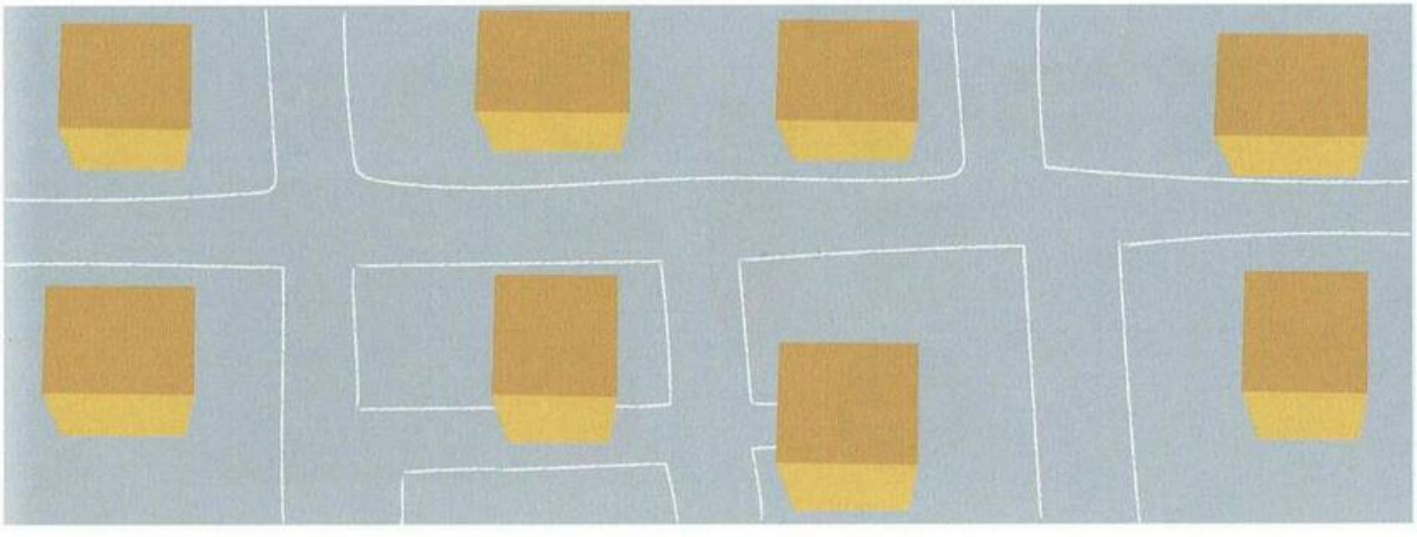
What's the name of your street?

Blue Street.

Are there any restaurants on your street?

Yes, there are two.

4. Make the town.



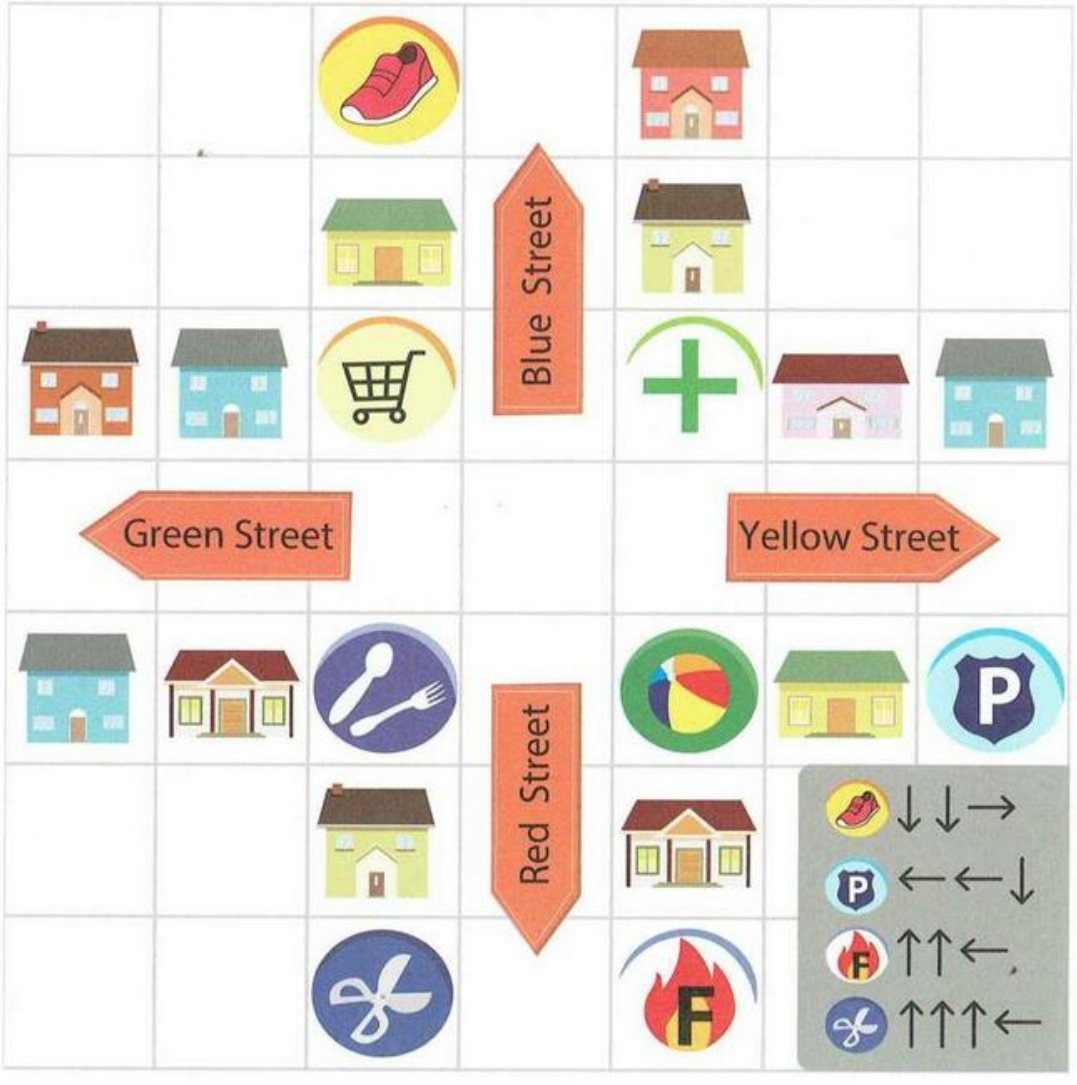
5. Give directions around your town.

I'm at the drugstore. Where's the police station?

Go left ...

The Log

1. Choose and crack a code. Say where you are.



2. Make and crack codes with your friend.

Let's start at the restaurant.

OK. Go right. Go straight ahead two squares and turn right.

Now I am at the toy store.

3. Complete the picture dictionary with stickers. Trace over the words. Add more words.

hairdresser

restaurant

drugstore

police station

fire station

grocery store

4. Ask a friend about the streets where they live.

Are there any restaurants on your street?

Yes, there are three.

Are they any drugstores on your street?

No, there aren't.

6 Play time!

Sam

Eva

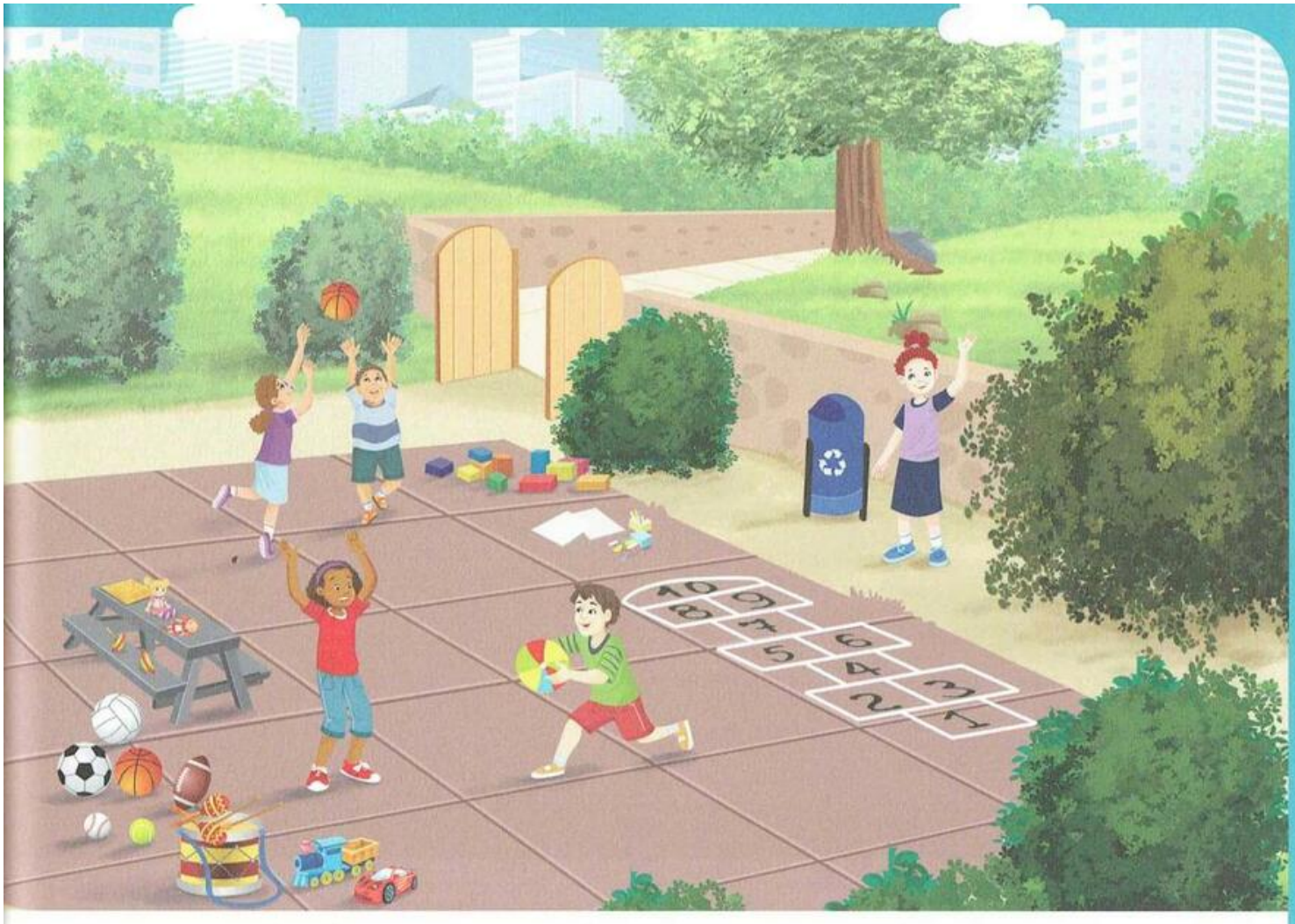
Tim

Kim

26 **1. Listen and match the sentences to the names.**

2. Sing the song and do the actions.

Identifying action verbs.



3. **Look at the picture and find more activities. Tell a friend.**

They can play with bricks.

4. **Choose an activity from the play center. Find a friend.**

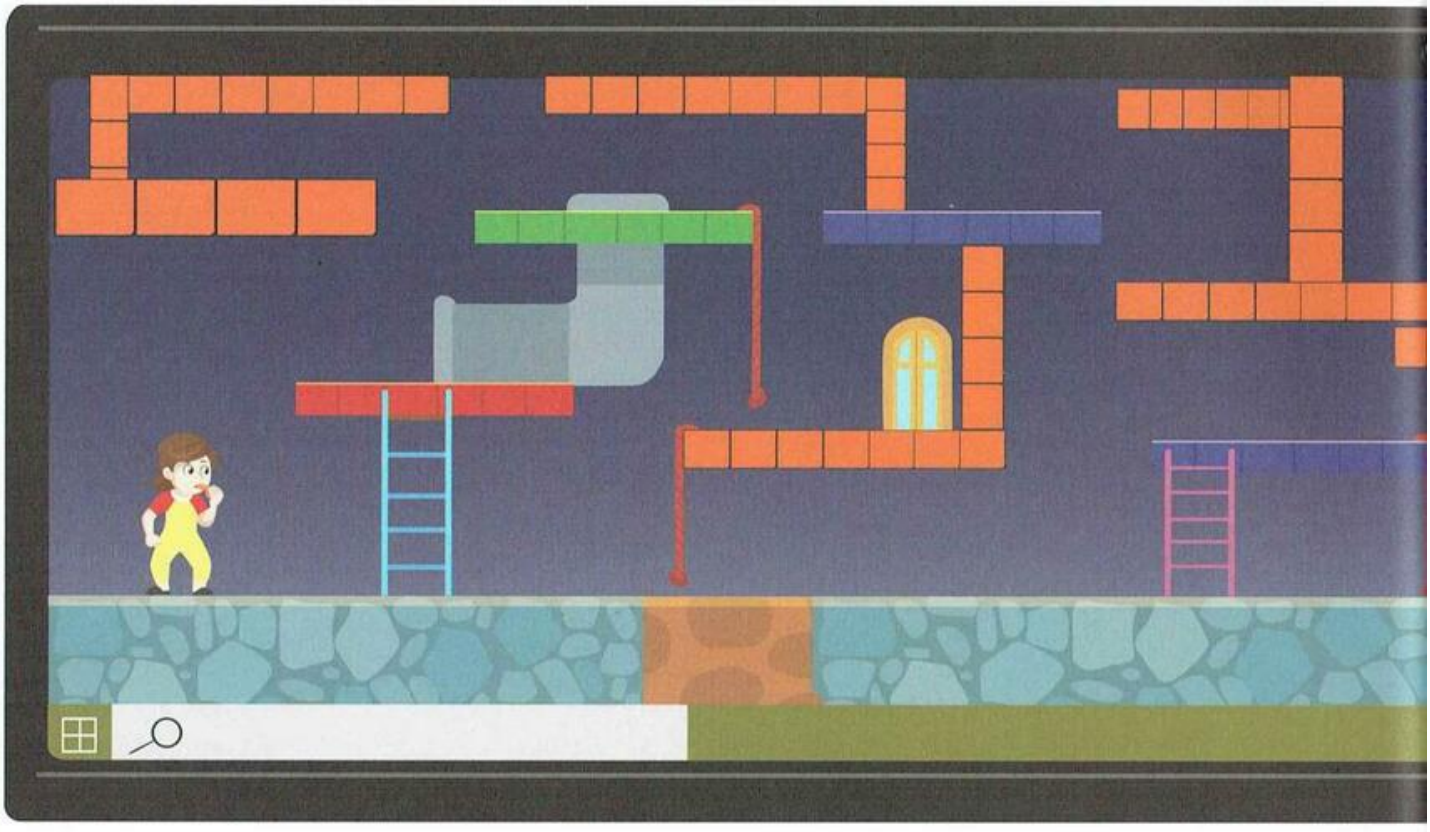
Let's play with the tops!

Good idea!

No, thanks! Let's climb!

Suggesting activities. *Let's ...*

Moving Around



1. Look at the game. Count and write a number.

bridges ☐ tunnels ☐ ladders ☐ ropes ☐ doors ☐

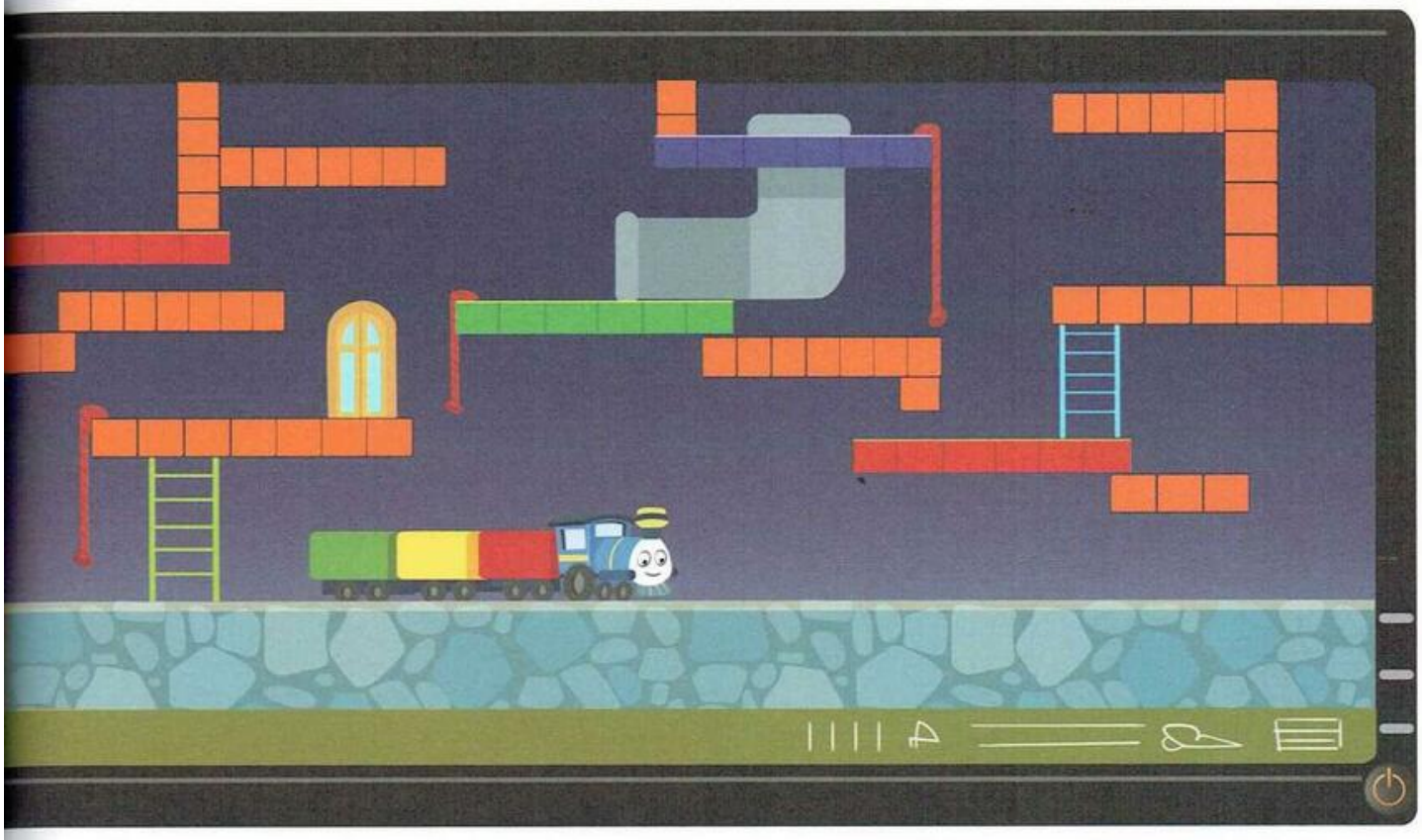
2. Read and check (✓) the true sentences. Make more true sentences.

There's a ☐ a . ☐

There's a ☑ a . ☐

There's a ☐ a . ☐

Describing position: *over, under.*



3. Look at the code and make questions for a friend.

Can you go [1] [2] [3]?

4. Give instructions to catch the train.

Go over the green bridge.

Can you go through the blue tunnel?

Asking about movement. *Can you go ...?*

Fun for Gabby

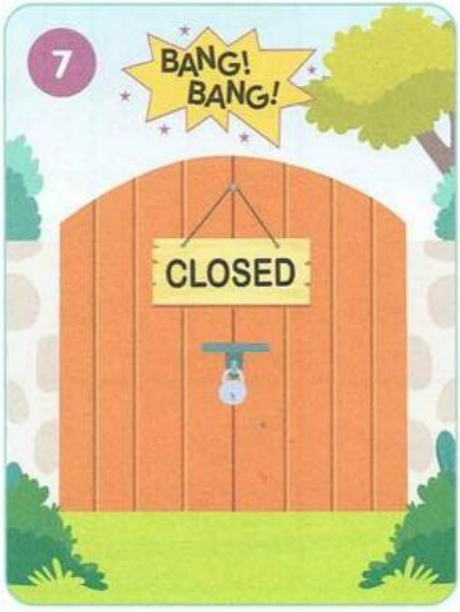
1. Find pictures from the story.

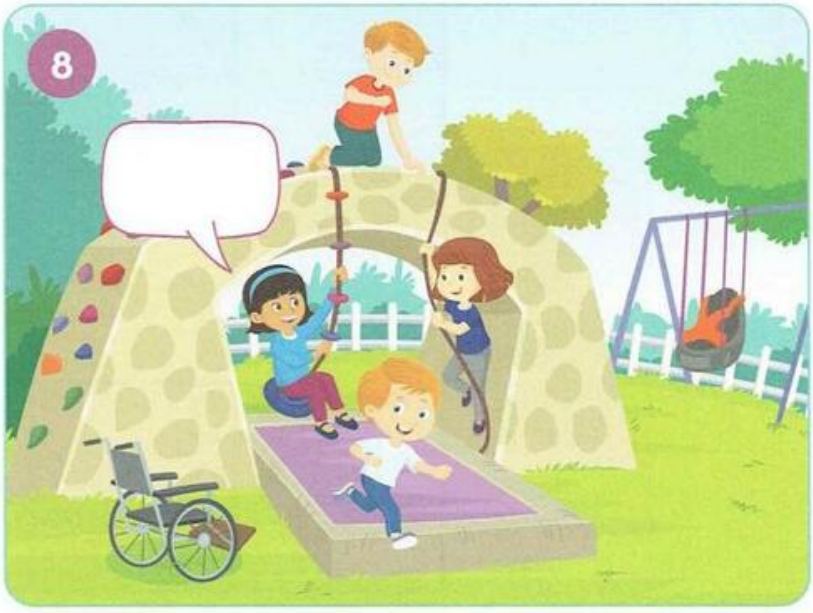
She's angry.

She's happy.

27 **2. Listen and place the stickers. Listen again and join in:**
It isn't fair! Gabby can't have fun here!

Understanding a story and identifying solutions for problems.





3. Talk about the changes in the play center.

There are some new ... *There is a new ...*

4. Listen and circle the letters. Say the tongue twisters.

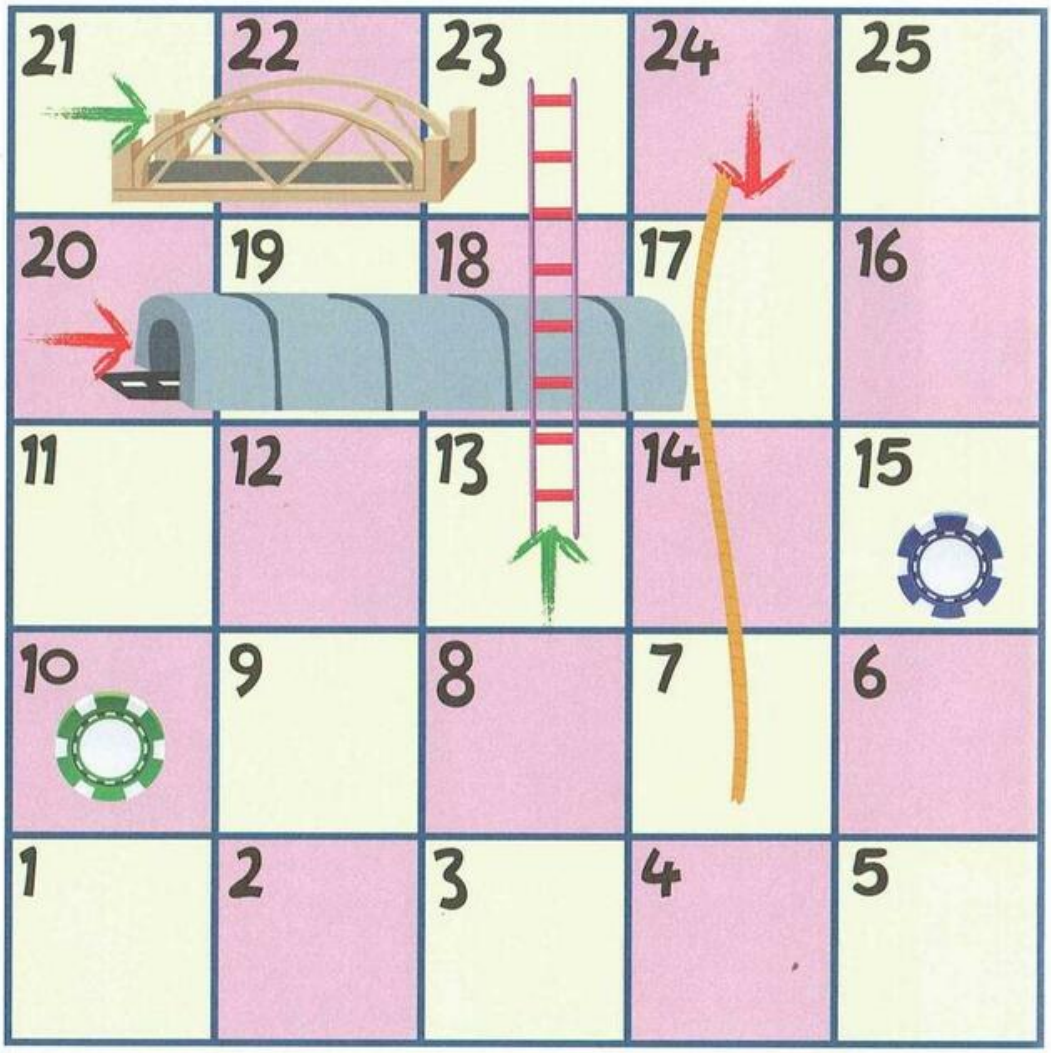
l g h s p

A Board Game

29 **1. Listen and say the winner.**

Katie

Leo



2. Draw arrows to complete the rules.

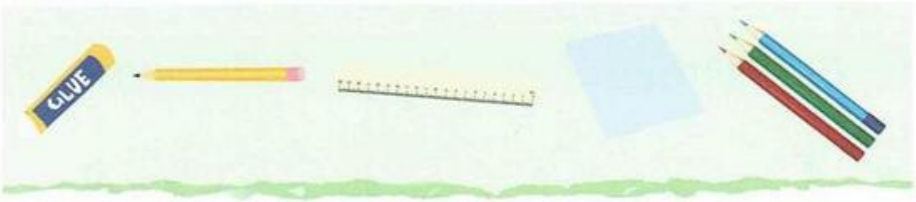
Number of friends: 2–4

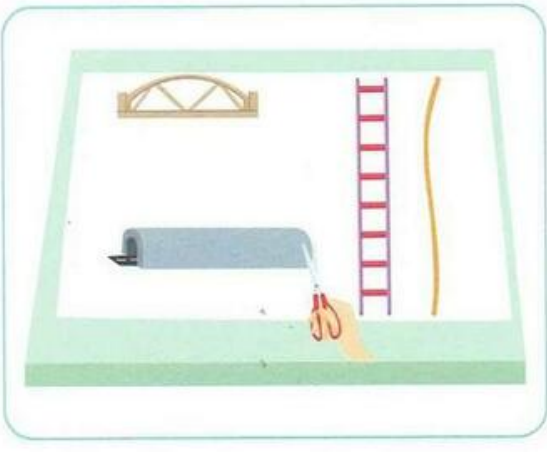
You need:

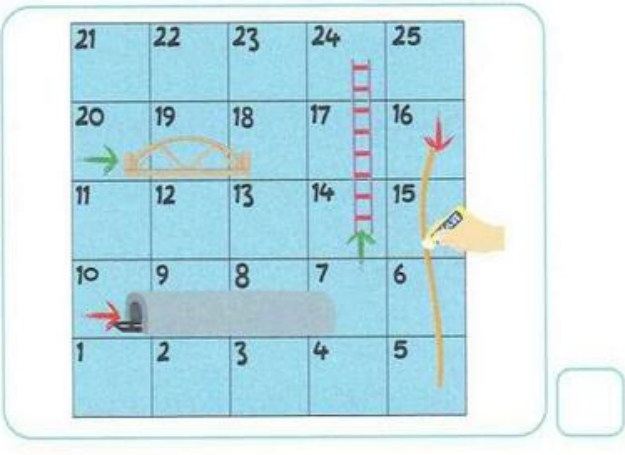
Go ...:

Understanding the rules of a board game.

3. Check (✓) 2 pictures and make a board game with a friend.



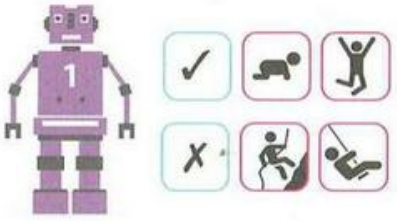


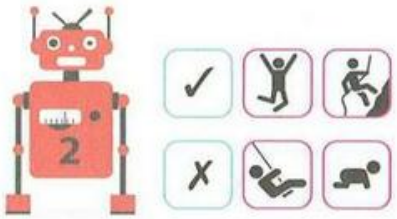


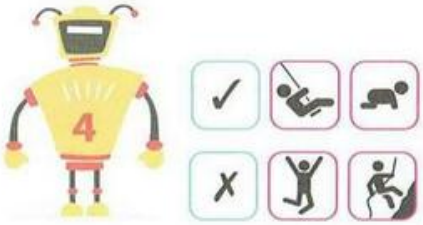
4. Play the game with your friend.

The Log

1. Crack the codes and complete the sentences. Make more sentences.







Robot ___ can crawl and it can jump.

Robot ___ can swing but it can't jump.

Robot ___ can't jump and it can't climb.

2. Invent a robot and complete the codes. Tell a friend.

My

✓ ☐ ✓ ☐ ✓ ☐ ✗ ☐

✗ ☐ ✗ ☐

My robot can jump but it can't swing.

3. Complete the picture dictionary with stickers. Trace over the words. Add more words.

climb

crawl

jump

ladder

rope

tunnel

4. Make a stick puppet and give directions.

Key language review.

7 Pets

30 **1. Listen and check (✓) 2 animals. Sing the song.**

2. Invent a verse with another animal and sing for your friends.

Identifying and giving opinions about animals. *I like (horses).*

3. Do a role play with 4 friends. Complete the chart.

Can you help with the animals?

Great! Thanks!

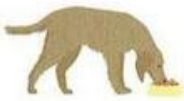
Yes. I can help with the horses.

You're welcome!

Animal	Names
Horses	
Cats	
Dogs	
Rabbits	
Parrots	

Caring for Pets

31 **1. Listen and check (✓) the pictures.**


food ☐

chocolate ☐

clothes ☐

exercise ☐

water ☐

a home ☐

2. Check (✓) or cross (✗) the picture sentences. Tell a friend.

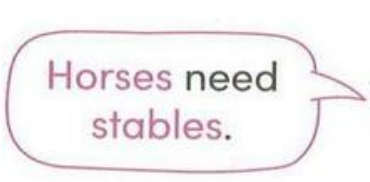
need . They don't need . ☐

don't need . They need . ☐

don't need . They need . ☐

need . They don't need . ☐

don't need . They need . ☐



Identifying animals' needs. *Horses need ... They don't need ...*

3. Choose good places for the animals. Tell a friend.

field

garden

house

apartment

Nelly

Jojo

Jessy

Norman

The field is a good place for ...

4. Make a pledge for an animal.

Key

___ horse, dog, cat, parrot
___ field, garden, house, apartment
___ stables, baskets, cages
___ your name

I can care for a _____.

I can give the _____ a _____.

They need _____s. They don't need _____s.

Identifying how much space an animal needs. *Horses need a field.*

Jake's New Friend

1. Look at the pictures and answer the questions.

- In Picture 3, is the little dog indoors or outdoors?
- In Picture 8, is the little dog indoors or outdoors?

32 **2. Listen and place the stickers. Listen again and join in:**
I'm your friend. You're my friend. We all need friends!

Understanding a story and identifying changing opinions.

3. Check (✓) the correct sentences.

Jake is new at school. ☐

The children don't like Jake. ☐

The children like the dog. ☐

At the end, Mom and Dad like the dog. ☐

4. Listen and circle the letters. Say the tongue twisters.

j b h n t

A Window Display

1. Read and say which is the correct store window. Play *True or False.*

There is a .

There are **2** .

1 is .

There aren't any .

There is a .

1

2

There aren't any cats in Picture 2.

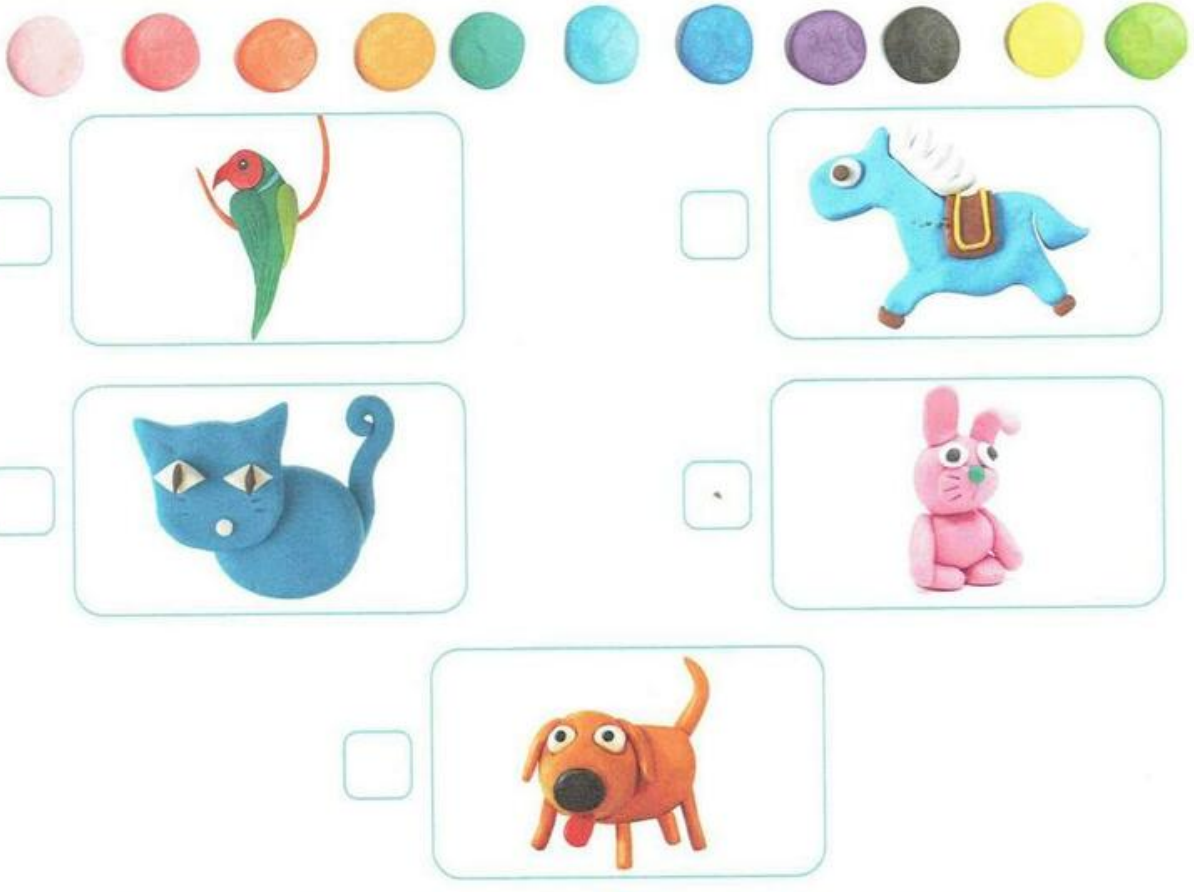
False! There are two cats.

2. Invent a name for your store with a friend.

3. Make the store sign and the window.

Describing a store window. *There are two ... There aren't any ...*

4. Choose, check (✓), and make 2 animals.



5. Make your store window. Display your models in the window.

6. Visit the pet stores and talk to your friends.

I like the cat with the brown tail.

The Log

1. Crack the codes and write the animal words.

Key

✗ don't need ✓ need

cats dogs horses parrots rabbits

They ✗ .

They ✓ . Answer: _____

They ✗ .

They ✗ .

They ✗ . Answer: _____

They ✓ .

2. Make codes about yourself. Crack your friend's codes.

I ☐ ☐. I ☐ ☐.

Using code to identify needs in the affirmative and negative.

3. Complete the picture dictionary with stickers. Trace over the words. Add more words.

dogs cats horses

field cage basket

4. Make and play a card game.

Choose and check (✓) an animal and make 3 picture cards.

horse ☐

cat ☐

dog ☐

parrot ☐

Key language review.

8 At the beach!

34 **1.** **Listen and check (✓) the activities in the song. Then sing the song.**

2. **Choose another activity and invent a new verse for the song.**

Naming beach activities. *Let's ...*

3. Classify the rules. Draw a check (✓) or a cross (✗).

Don't swim with a red flag.

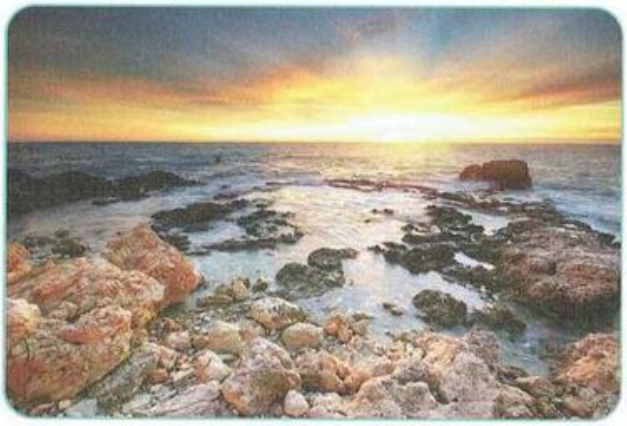
Use the trash can.

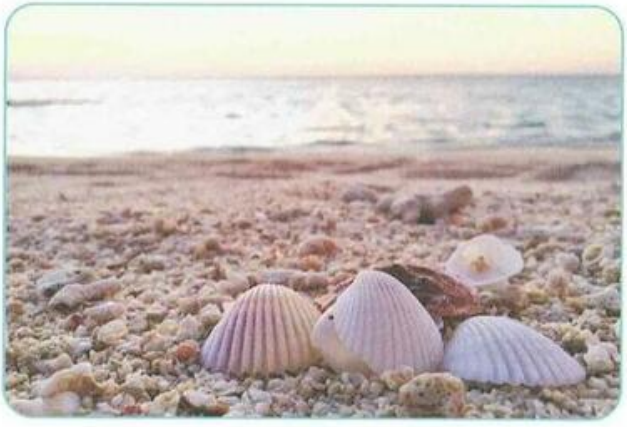
4. Color the flags and tell a friend.

Identifying good behavior at a beach.

Different Beaches

35 **1. Listen and number the beaches.**





2. Choose a beach. Guess your friend's beach.

Identifying different types of beaches.

3. Talk with a friend and circle the pictures.

Key
- ○ manmade
- ○ natural

deck chair		trash can		tree	
rock pool		shell		the ocean	
sandcastle		car park		restaurant	

Is a deck chair manmade?

Yes, it is.

4. Choose a position at the beach. Ask and find your friend's position.

Key
- ✗ my position
- ✗ my friend's position

in on under next to

Are you under a tree?

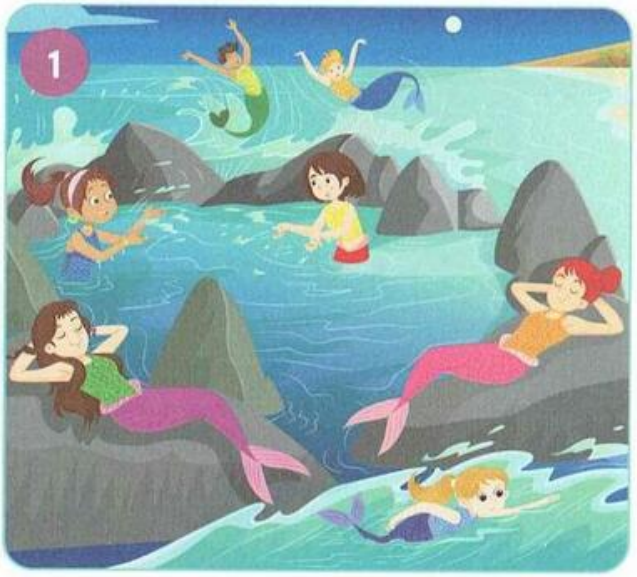
Yes, I am.

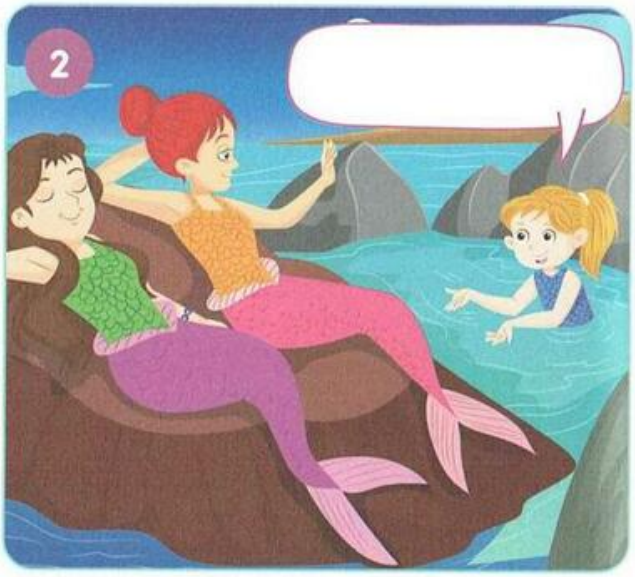
The Mermaid's Treasure

1. Look at the pictures. Where are the mermaids?

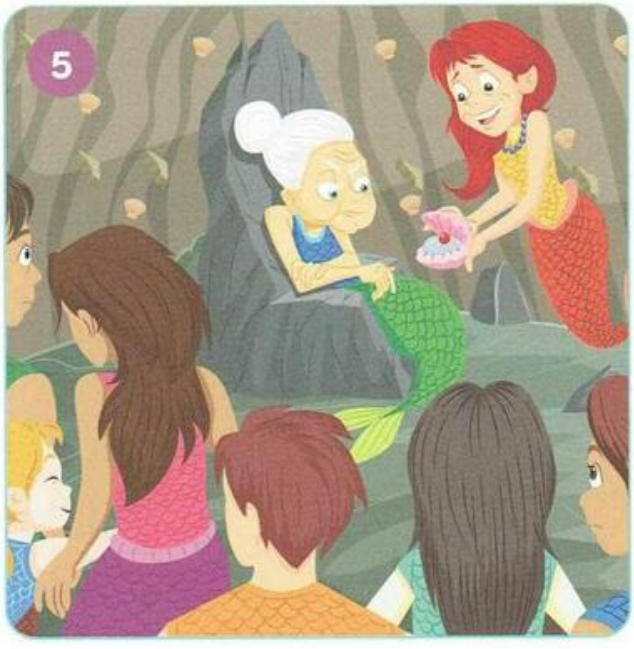
at the beach in a cave

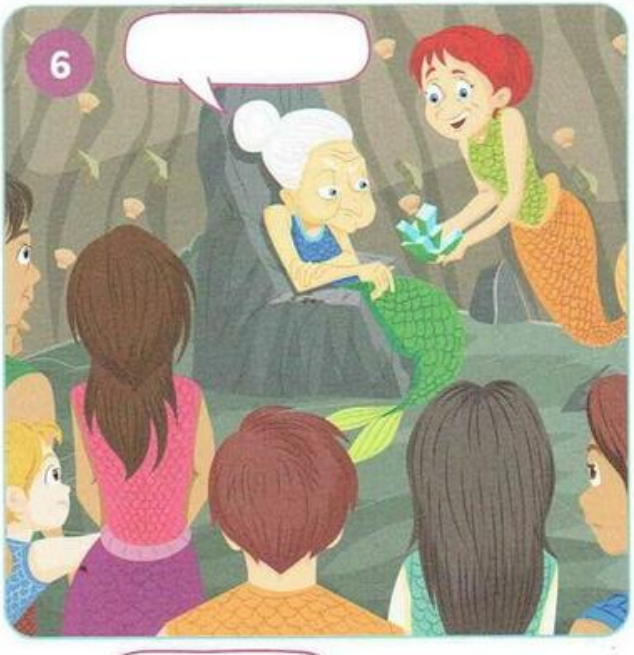
36 **2. Listen and place the stickers. Listen again and join in:**
A gift! A gift! Let's give Grandma a gift!

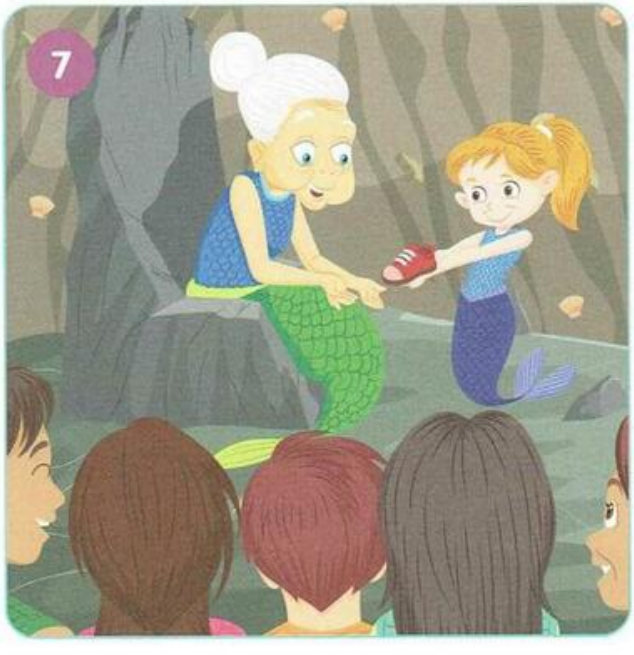


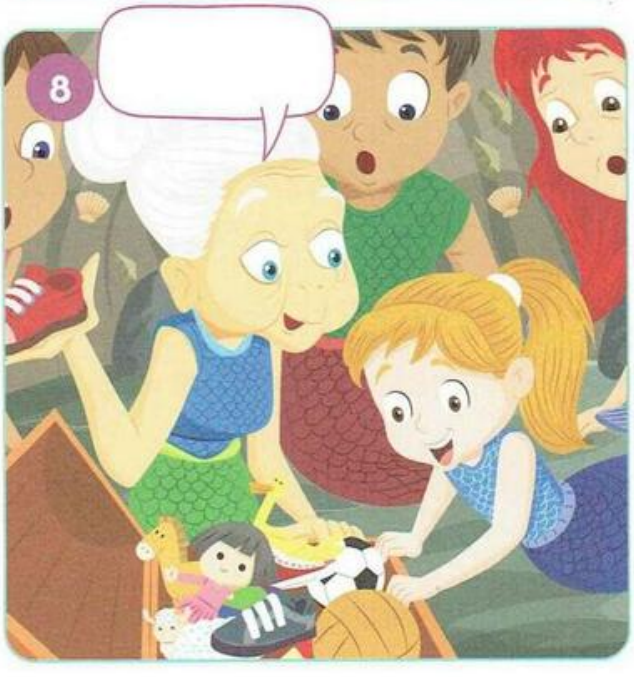


Understanding a story and what a treasure is for Grandma.









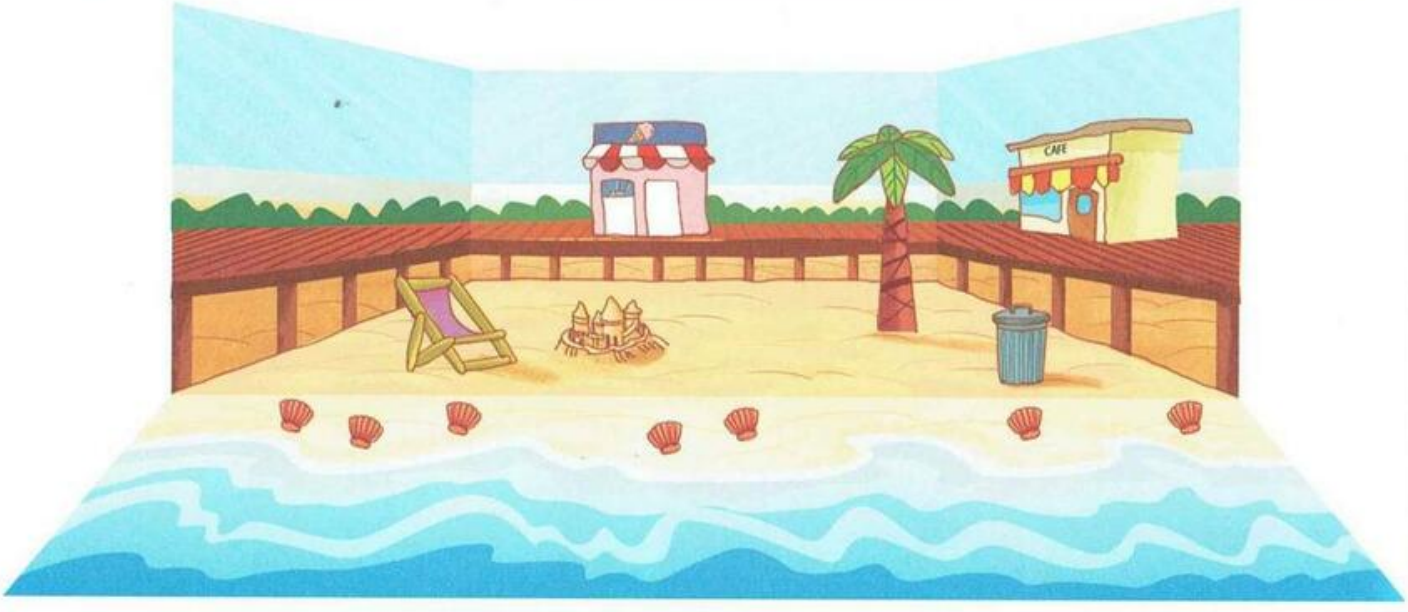
3. Read and circle the correct word.

Grandma's treasure is **natural** / **manmade**.

4. Listen and find the pictures. Say the tongue twisters.

A Beach Scene

1. Read and check (✓) the true sentences. Make sentences and test your friend's memory.



There are some . ☐

There's a . ☐

There aren't any . ☐

There isn't a . ☐

There's a trash can.

True!

2. Check (✓) and make things for a beach.

✓

☐

☐

☐

☐

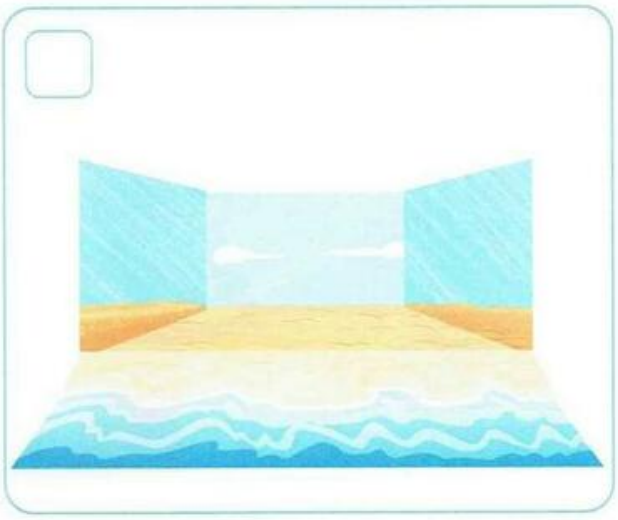
☐

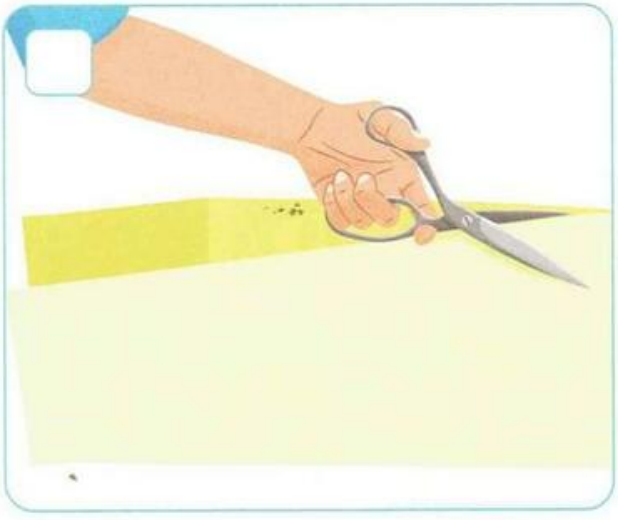
☐

☐

Making items for a beach scene.

3. Number the pictures in order and make your beach.





4. Play *Where's the mermaid?* and find the beaches.

Is your mermaid in the rock pool?

No, she isn't.

The Log

1. Read and match the codes to the sentences.

✗

✓

✗

✓

You can't swim with a red flag.

You can't walk your dog.

You can swim with a green flag.

You can make a sandcastle.

2. Make and crack codes for beach rules with a friend.

✗

✓

✓

✗

You can ...
You can't ...

3. Complete the picture dictionary with stickers. Trace over the words. Add more words.

sandcastle

shell

rock pool

trash can

ocean

swim

4. Play *Let's play at the beach!*

Let's make a sandcastle!

Good idea!

No, thanks.

Let's jump in the rock pools.

Key language review.

Christmas Festival

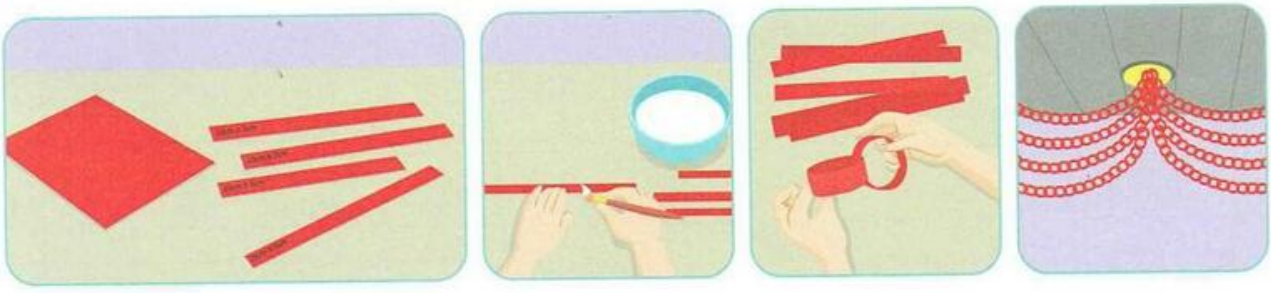
38 **1. Sing the song and do the actions.**

2. Check (✓) and count the decorations on the Christmas tree.

Santa	☐☐	chocolate	☐☐	reindeer	☐☐
star	☐☐	gift	☐☐	ball	☐☐
cake	☐☐	stocking	☐☐	cookie	☐☐

Naming Christmas decorations.

3. Make paper chains and decorate the classroom.



4. Guess the gifts. Choose gifts for your family.

Choosing gifts for family members.

World Book Day Festival

39 **1. Listen to the chant and check (✓) the books.**

2. Choose a type of book and invent a verse for yourself. Complete the sentence.

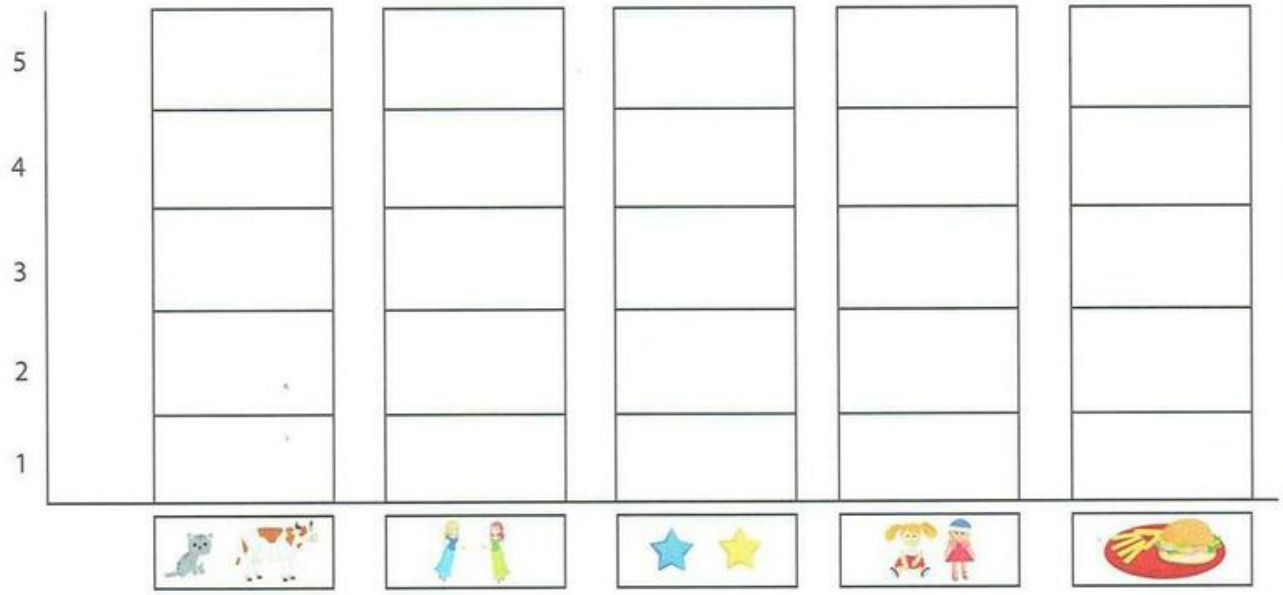
pictures	dolls	flowers	trains
horses	games	stars	fairies

Books with _____ are good for me.

Identifying favorite types of books.

3. Find the books in Activity 1 and number them.

4. Ask your friends and color the chart.



Asking about friends' favorite types of books.

End-of-year Festival

1. Complete the banner with the name of your class.

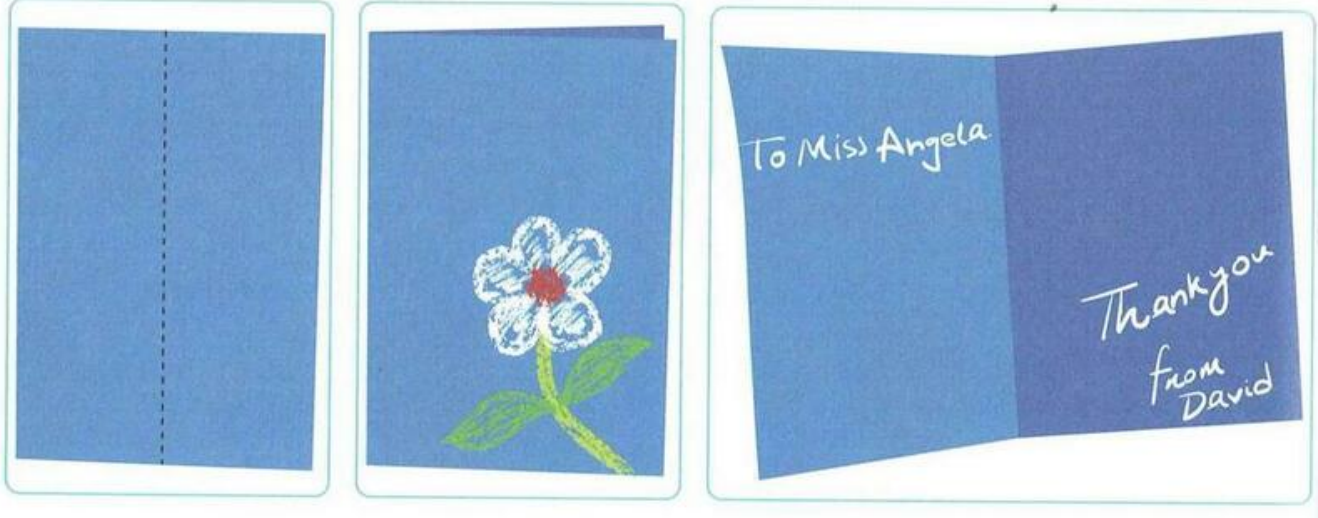
Congratulations, Class _____!

2. Find your favorites and tell a friend.

story	song	craft

My favorite story is in Unit ...

3. Make a card for your teacher.



Reflecting on the favorite parts of the book.

Unit 1 Pages 16–17

Goodbye, Mom!

Hello!

What's your name?

I'm Bob.
He's Ben.

Page 21

Unit 2 Pages 26–27

Can I?

No!

Hello, Ana!

This is for you!

Page 31

Unit 3 Pages 36–37

Let's open the door.

Let's go downstairs.

Who's that?

Here you are, Grandma.

Page 41

Unit 4 Pages 46–47

Look!

Stop!

Quick!

Two dollars!

Page 51

Unit 5 Pages 56–57

Where are they?

Let's go to the restaurant.

Come with me!

Mom! Dad!

Page 61

Unit 6 Pages 66–67

I can't!

That's not good!

Yes! OK!

Thank you!

Page 71

Unit 7 Pages 76–77

Hello, little dog!

Is that your dog, Jake?

Shoo, dog! Shoo!

You are my best friend.

Page 81

Unit 8 Pages 86–87

Come and play!

What's that?

Thank you.

A new treasure!

Page 91

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